

# Mommy,



what are those two SEGA machines doing?





Attaches to your Sega Genesis to bring the 32-BIT CAMING EXPERIENCE home.

## 32-BIT POWER AND PERFORMANCE

- 40 times faster than 16-bit machines.
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    - Full library of new 32-bit games (and plays all 16-bit Genesis & Sega CD games!)

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The kind of intense, next GENERATION games you'd expect only from SEGA!

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# TORIAL



**OAVE HALVERSON** JAY PURYEAR **OAVIO WINDING** KEI KUBOKI GREG OFF ANDREW COCKBURN **NICK OES BARRES** TAKAHIRO YAGI JODY SELTZER JACOB RISKIN SHARLENE ALLANOE OAVIO BAILEY

JOE SUTTON TERRY WOLFINGER **ALAN POWERS** MICHAEL GERARDO **ELAINE SCHINGS** MELISSA CHISOLM MARIA POLIVKA

SPECIAL THANKS TO:
SOFT BANK, ANDT FELL SCAVENGER, GAME YOU, DP,
ROBERT, CRAZY MIKE, TERRY T., JESSE, HAVEN,
SANDY, AND ALL OF DUR READERS...

ISSN# 1070-3020

Send Address changes to Die Hard Game Fan, Clareton Dr. Suite 210, Agoura Hills CA 91301.

It seems like everybody is talking about the next generation of gaming these days. Of course, we've been covering "the next generation" for nearly a year now, so it's really nothing new to us or our readers. We saw the writing on the wall, long ago. While others were expressing doubt, we were following each new system's growth from game one to pre-sent day. Explaining what it takes to develop a game and why at first, software is slow in coming. Sure, we could have waited until it 'happened', but would you as inform

As a direct result, GF has gained a lot of respect with both If you want the real scoop developers and manufacturers throughwithout all the annoying out the industry in filler, you know where both the United States and Japan.

where we now have \_\_\_\_\_ an office and a growing presence in the Japanese media. In fact, 'Game You' magazine does a monthly expose' on GameFan because it has become an international source of information while retaining unsurpassed graphic quality. We don't cover Barbie games or waste multiple pages on mediocre games, we send those back. What we try to bring you each month is a wide range of information from 16-bit to 32-bit, from Europe, Japan, and the US.

As a direct result, I think that you will find our 32-bit coverage the best in the industry. We have made the appropriate relationships and positioned ourselves to do just that. Take this issue for instance, we preview a done version of Virtua Fighters, a game that our international editors have already beaten while visiting the office of a Japanese Publication. In our 32X section of GF32, we've reviewed every game available at launch. Our Jag section is bursting at the seams... with reviews! And as usual, our 3DO coverage is way out ahead with a preview of Super Street Fighter Two Turbo. 'Japan Now' and our new 'Up to the minute' section

are also packed with info on all the new 32-bit games from Sony and

Bottom line, if you want the real scoop on the next generation, without all the annoying filler, you know where to look.

Less than two years ago, we print-ed our first issue, 5000 to be exact. We are now pushing 400,000 and growing. I hope that means we are moving in the right direction, and satisfying the most demanding gamers, our core audience.

We will continue to present "a new look" every month and constantly evolve, as we have from day one. We are nowhere near locking our format down. We like to think of GameFan as a constant work in progress, so that each month we can still draw a few oohs and aahs from the people who put us here.



to look.



Michael Andretti's Indy Car Challenge will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with hot Mode-7

graphics and realistic play control. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.

Hold on for the ride of your life in the

one-player mode!



Challenge a friend for head-to-head racing in the solit-screen two-player mode.



ustom replay option lets YOU set the camera angles.

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes-high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver Michael Andretti's actual voice. You

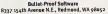
even get a customizable instant replay so you can relive every bone-blasting thrill and

chill. Win the championship and you get to pit your skill against Andretti himself. Nintendo Power, Sept. 1994

Speed down to your local retailer and get Michael Andretti's Indy Car Challenge. Just remember: the race begins after you get home.

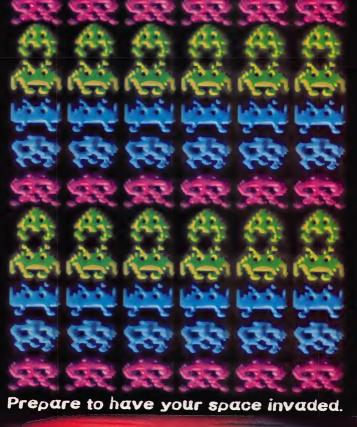














Ever get a homework headache? You close

pressure's gone, right? Except you just

popped in new Space Invaders for Game Boy 🖀

and Super Game Boy®, and it's a mother-lovin'

migraine. There's no escape. You move

left, you move right, they just

TAKE SPACE INVAPERS WITH YOU

keep coming down. Their only goal TAKE SPACE INVADERS MITH YOU ON GAME BOY.

is to parade across your skull until your brains are popping out your ears.

They don't praise your skill. They don't admit defeat. Fry 'em all and they just get

meaner and faster. Hey, there's a reason this game is

legendary. Play on Game Boy and suffer alone. Or link up and see who heads for the baby aspirin first. Slam it in your Super Game Boy and play it

in color, just like it played in the arcade.

Hot-snot

BLAST 'EM JUST LIKE IN THE ARCADE ON SUPER GAME BOY. game connoisseur,

are you? Try and beat the original. You'll be clawing at your temples, praying you were in calculus class. (Nintendo)

DIEHARD

NEXT GENERATION VIDEO GAME MAGAZINE



PAGE 40



PAGE 41



**PAGE 46-47** 



**PAGE 88-89** 

**Editorial Zone 4 Most Wanted 12 Hocus Pocus 16** Viewpoint 26 **The Adventures** of Monitaur 32 **Sega Sector 40 GF Buyers Guide 72 Planet SNES 86** 

GameFan 32 123 **Savage Amusement 168 GF Up To The Minute 172** Hands On 176

**GameFan Sports 179 Japan Now 200** CSG/AM Shows 202 E. Sterm Import MD 208 Other Stuff 212

Europa 214 Postmeister 216





**PAGE 126-128** 



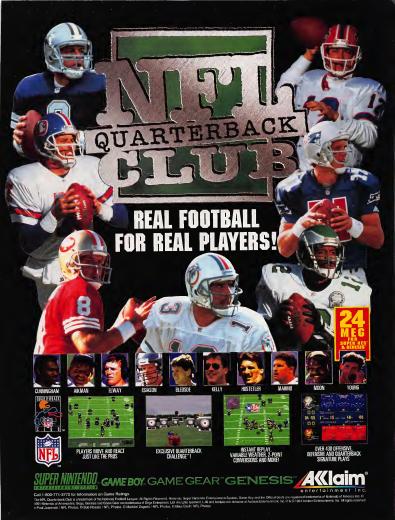
**PAGE 135** 



PAGE 140-141



PAGE 156-157





# The only game too big to fit in a single cartridge!



Choose to play either Sonic or Knuckles - each with his own signature moves-in their biggest confrontation ever! AND HERE'S MORE BREAKTHROUGH NEWS!

With revolutionary new Lock-On technology. Sonic & Knuckles is the first video game in history that interacts with your other Sonic games! And it's only on Sega Genesis"! So plug in, and get ready to break out!



and let loose on Robotnik with amazing new powers!



Play as Knuckles, tackle Robotnik and Metal Sonic with bare-fisted attacks and high-speed glides!



Will Sonic be forced to Knuckle under?



Gear Up! Hit the mark and watch this edgy Echidna stir up some real trouble!

# Play Sonic & Knuckles by itself or Lock-On with other Sonic Games!



# Lock-On Sonic 3!

Transform Floating Island into a huge 34 meg Sonic-epic, complete with new characters and multiple surprise endings! Then keep it all active with Game Save!









# Lock-On *Sonic 2*!

Now you can play as Knuckles, and take advantage of all his sneaky signature moves! Climb...glide...play like never before!













Collect 10 wrappers of participating LifeSavers Company products and get a \$10 mail-in rebate on purchase of participating Sonic games with official rebate form, Sonic receipt and Sonic proof of purchase.

See LifeSavers displays at participating stores for details. All rebates must be received by JANUARY 31, 1995.



# **TOP TEN**

- 1. Mortal Kombat II SNES
- 2. Super Street Fighter II SNES
- 3. Final Fantasy III SNES
- 4. Super Metroid SNES
- 5. Breath of Fire SNES
- 6. Road Rash 3DO
- 7. NBA JAM Genesis
- 8. Lunar Sega CD
- 9. Stunt Race FX SNES
- 10. AVP Jaguar



# MOST WANTED

- 1. Super Street Fighter II Turbo 3DO
- 2. Donkey Kong Country SNES
- 3. Earth Worm Jim Genesis/SNES
- 4. Samurai Shodown Genesis/SNES
- 5. Phantasy Star IV Genesis
- 6. Virtua Fighter Saturn
- 7. Primal Rage Jaguar
- 8. Lunar: Eternal Blue Sega CD
- 9. Shining Force II Genesis 10. Rayman - Jaguar

Drawings will be held o











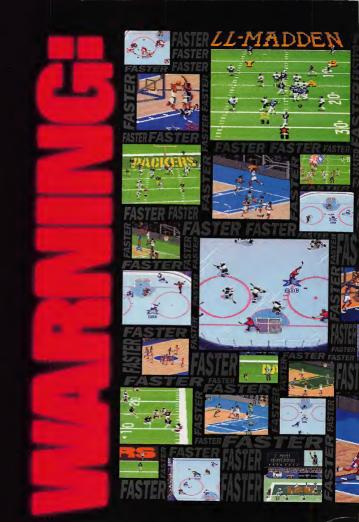






ON SEGA GENESIS", GAME GEAR" AND SEGA CD"!







### MAY CAUSE MIGENIUSLY MIGHLEVELS OF MIGHT ENTER MIGHT E







Vinoe, what's that blurr? It took EA SPORTS to finally bring sports games o Super NES' that are fast enough to rival the real thing. So check out fladden NFL" 95,NHL" 95 and NBA" Live 95. Before they blow by you.

NEW FOR SUPER WINTENDO

her picker and SALFOOTE for the AMOSTELL separation of the Court in the Amostell separation of the Court in t

# Travel With Thy Controller in Hand To a Land Where Cheaters Prosper HOCUS POCUS SPECIAL! ALL CHARACTERS' ULTRA-ATTACKS!



In this exclusive, GameFan is proud to present you with the Ultra Attacks for the 24 characters in King of Fighters '94! Remember, to perform one of these incredible attacks, you must either: 1.) Have your "Pow" meter at MAXIMUM, or 2.) Have less than 25% life.



DB, D, DF, F, "C. Benimaru



















RAIKOKEN - D, DF, F, D. Kim



DF. B. "C."

Athena









HO-OH KYAKU - D, DB, B DB, F, "B" and "D. Choi





Clark

ULTRA ARGENTINA BACKBREAKER -F, DF, D, DB, B, F, DF, D, DB, B, "C." SHINRYU TEMBUKYAKU -D, DF, F, B, F, "D."

CHOZETSU TATSUMAKI SHINKU ZAN - B. hold, DB, D. DF, U. "B" and "C." Chana

TEKKYU DAIBOSO - D.

DF. F. DF. D. "C.



Heavy D!



BIG BANG TACKLE - D, DB, B, F, DF, D, DB, B, "C."





GORAN ENHO - D, DF, F, D, DF, F, "C."

# YOU'VE JUST BEEN DEALT A KILLER HAND









CAPCOM

Do 1994, CAPCON. CAPCONIC a registred toutament of Capcon Co. Ud. Super Natived on and the Native de Extensionnes System ore registered toutaments of Nativeds of America. Inc. X-Hen and the displactive Manerica System ore registered toutaments or Natived Information Call. 488-774. In







DEGREELESSNESS MODE ON!
At any time during play, enter Pause, X, Z, Mode, and Up... all at the same time. You are now invincible! Note: You must have a 6-button Pad to perform this trick.
HAPY AMMO CODE!
While the game is paused press Up, A, C, and Mode! Note: You must have a 6-Button Pad to perform this trick.

TAKARA°



# PLAY AS AMAKUSA SHIRO TOKISADA!

At the Takara logo, press and hold A, Y, X, and then B. You'll hear Amakusa's voice. Now enter either VS or Countdown mode, then press L and R at the same time.

Shin Rai To: D, DB, B, Slash.

Dark Thunder: Press X, Y, A and B at the same time.

Baku En Dan: While jumping off the side of the screen, press X. Warp Forward: D, DF, F, Slash. Warp Backward: D, DF, F, Kick.

# **DEBUG MODE!**

Simply pause the game when Ecco is turning, and enter "A, B, C, B, C, A, C, A, B." Now you can skip to any stage, make yourself invincible, listen to all the music, and much more!





## WEAPON-UP!

First, pause the game and enter "A, B, B, B, C, A, C, C." This will totally max-out your bullets... "Cheater!"

# STAGE SELECT AND INVINCIBILITY

At the option screen, simply press B, A, R, R, Y... The first name of the game's main programmer, Barry Green. You'll enter a hidden menu with stage select and invincibility options!







### WARP ZONES!

In Stage 1: Mid-way through the stage, the enemy forms a circle in which there are four red enemies. You must annihilate all the red enemies as well as the center of the wheel and the Warp to Stage 2 will appear. The easiest way to

accomplish this is to use a bomb. In Stage 2: Again, mid-way through Stage 2 there will be two cat-like animal statues. Behind one of the cats is the Warp Zone. This will take you to Stage 3. In Stage 4: Mid-way through the stage is some hilly/mountainous terrain. Behind one of these hills is the Warp Zone. You'll Warp to Stage 5.







# YNAMITE HE

## STAGE SELECT!

At the title screen, highlight "GAME START." Now press C, A, Left, Right, B, Start. CHARACTER CHECK

At the title screen, highlight "OPTIONS," Now press C. A. Left, Right, B. Start, Now you can check out all of Headdy's cool animations!







MIRTH & HILARITY WITH JORDAN AND METAL GEAR

NATCHE

For major laugh-age, enter the following unlisted names into the Jordan computer system at Junker headquarters: MICHAEL, KIMBER-LEY, KIRITA, KOJIMA, SASAKI, TOGO, JEREMY, SAITOU, INAMURA, ADACHI, KUSHIBUCHI, and NOSE For even more laugh-age, try calling these numbers on Metal Gear Mk-II's Videophone: Sasaki - 79-6641, Jeremy - 41-6766, Togo - 44-6454 Inamura - 44-3723. Kushibuchi - 33-3333. "Isabella" - 39-6004. Cupid Love Line - 39-0910 For maximum effect, dial these numbers several times!

To access the three hidden cars in Cruis'n USA, the Police Car, Jeep, and To access the three modern cars in Cruis in Usa, nie Politie Car, Jeep, and School Bus, simply hold down the View 2 CRUIS'N button at the car select screen, then rotate the steering wheel left or right to check out the new cars. The only vehicle that won't change is the Italia PC4, John Hubbard, Bartlett, IL.

THE KINTARO CODE

Up, Down, Down, Right, Right, Select. Enter this at the character select screen.

Up, Up, Left, Up, Down, Select. Perform this code at the character select screen, as usual. You'll now have nearly 15 seconds to perform a fatality, as opposed to the usual three or four. Eric Bianchi, Los Angeles, CA

ENTER THE SECRET CONFIG MODE!
At the Sega logo, quickly enter Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, B, then Start.

NAME ALL THE CHARACTERS!
At the naming screen, highlight "END" and press II and Start at the same

# time. You'll now be able to name every character anything you'd like!

Insert a SNES Mouse or Super Scope 6 into the 1P port of the SNES and turn the power on for a rather strange surprise!

Simply hold both the L and R buttons on Controllers 1 & 2 as you select your characters to allow both players to fight as the same superhero!

### CONTROL THE BOSSES!

At the title screen, enter "C, A, B, A, Left, A" for the Dalai Llama. Enter "Up, Down, A, B, C, C, B, A, Down, Up" for Karate Croc. Mike Winstead, Norfolk, VA

# ALL LEVEL CODES!

For the following codes, "D" is the diamond, "A" is the apple, "B" is the is a blank space.

STAGE 1 STAGE 2 STAGE 3 STAGE 4 STAGE 5 STAGE 6 STAGE 7 STAGE 8 XXBB DDXA BABD AXAE DDAX XXDA DADA Dan Granett, Shin New Ground, PA

SAME CHARACTER IN THE GROUP BATTLE MODE!
The code that works on SNES also works on Genesis - simply enter the

The code that works on SNES also works on Genesis - simply errier the Group Battle Select screen and press A, B, A, B, A, B, A on Controller 2. If done correctly, Vega will laugh. You can now pick the same character eight times. Great code, Adam, but you only need to send it in ONCE! Adam Coleman, Chilesburg, VA

To enter a flag quiz, simply press Select while in the System Commands

### STAGE SELECT

At the player select screen, press and hold Select, then enter A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B for a stage select!

EVERY LEVEL PASSWORD EVERY LEVEL PASSWORD!
For the following codes, "1" represents the triangle-shaped rune, "2" the Y-looking rune, "3" the circle with little legs, "4" the E-shaped rune, and "6" is the circle with an I through it.

RAIDERS OF THE LOST ARK

Part 1, 1214, Part 2, 4 2. Part 3. 4322. TEMPLE OF DOOM

Part 1, 4225, Part 2, 4513, Part 3, 4235

LAST CRUSADE

Part 1. 5124, Part 2. 5213. Part 3, 5114, Part 4. 5254. Dan Granett, Shin New Ground, PA

AREA AND ONE-ON-ONE FIGHTING CODES!
Area 2 - 3847. Area 3 - 5113. Area 4 - 3904. Area 5 - 1970. Area 6 - 8824.
Area 1 - 2996. Two-Player One-on-One Boss Codes: 0411, 1007, 1212.
Kealth While: Blaine, TM

	SSWORDSI		
Level 2	Haunting	Level 3	Bstoke
Level 4	Gungetnk	Level 5	Ectopism
Level 6	Jaws	Level 7	Garage
Level 8	Traffic	Level 9	Elf
Level 10	Krustv	Level 11	Barrel
evel 12	Crabtree		





Before he may enter the Demon Realm. Firebrand must confront Somulo, the dragon gatekeeper.

ALL HELL IS ABOUT TO BREAK LOOSE.

> Your spine will tingle as vou enter the terrifying Ghoul Realm, where the evil Phalanx has hidden the magical. powerful stones of the Demon's Crest in his plot to form a destructive empire. Their return is up to you and Firebrand, a flame-spitting gargovle who morphs into unique and powerful forms-each with startling attacks and powers. To restore peace, you must conquer Phalanx and his minions on seven treacherous levels by collecting weapons, gems and treasures. It's a hell of a way to have fun.





STAGE SELECT! At the title screen, on controller one, enter "Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down, Left, Start. Gibson Yen, Silver Spring, MD

DÜNE: BATTLE FOR ARRAKIS - GENESIS
PASSWORDS TO EVERY LEVEL FOR ALL THREE HOUSESIN
ATREIDES HARKONNEN ORDOS

1.		NONE	NONE
2.	DIPLOMATIC	DEMOLITION	DOMINATION
	SPICEDANCE	SPICESATYR	SPICESABRE
	ETERNALSUN	BURNINGSUN	ARRAKISSUN
5.	DEFTHUNTER	DARKHUNTER	COLDHUNTER
6.	FAIRMENTAT	EVILMENTAT	WILYMENTAT
7.	ASHLIKENNY	ITSJOEBWAN	SLYMELANIE
8.	SONICBLAST	DEVASTATOR	STEALTHWAR
^	DUMEDUMMED	THE RESIDENCE OF THE PARTY OF T	

Gary E. Mazingo IlClovis, NM

# CODE TO BEGIN ON SECOND LEVEL WITH 30,000 COINSI

To begin on Level 2 with Navvie, Thug, and a whopping 30,000 coins, ( Which will allow you to give each character 30 Lives, full Health, Skill and Weapons ) enter this code: BZ2C60QRL35. Martin Hund, Muskego, WI

# Pro-Action & Game Genie Section

INCREDIBLE PRO-ACTION REPLAY CODES!
Want to finish Final Fantasy III in 10 hours? Just use these codes -1.) 7E1613EE - Level 99 Experience for Terra. All characters will join the party at Level 99, too.

2.) 7E1623DE - Places the Moogle Charm Relic on Terra. This Relic will let you roam free... you'll NEVER encounter enemies except bosses! Note: Do NOT remove the Moogle Charm, as it cannot be re-equipped. Normally, only Mog can equip the Moogle Charm.

3.) 7E18691C - Gives you 255 fearsome Atma Weapons, the most powerful sword in the game... If you have 9999 HP, which you dol
4.) 7E186AD3 - Gives you 255 Offering Relics, which change the Fight command into X-Fight. X-Fight lets you strike every enemy on the screen with just one command!

Tim Fitak, Los Angeles, CA

EREATH OF FIRE - SNES - PRO-AC INFINITE ENERGY: 7E104E4D INFINITE MAGIC: 7E105258

Xavier Beswick, Brooklyn, NY

Enter the following codes for -1.) Level 99 Experience (Defeat one enemy for Level 99)
2.) The "DrWarp" item that allows you to warp to any spot in the game.
Note: To get the DrWarp to appear, you may have to fool around with your item list, switching items' places, etc. You must also have any item in the uppermost-right spot in the items list. 1.) 7E10563E 2.) 7E514436

1.) /E-10003E 2, try replacing "36" with 35, 37 or 38 for some more items that cannot be found in a normal game. Tim Fitak, Los Angeles, CA

SUPER STREET FIGHTER 11 - SNES - GAME GENIE PLAY GAME IN UP TO 10 STARS OF SPEED: F1FB-EFDF

Kuni Funada, San Diego, CA

INFINITE TIME: 40C7-1F0A INFINITE KREDITS: C2C4-47AA

PLAYER NEVER LOSES LIFE: C281-14F7 (1P) C2B5-14F7 (2P) PLAYER IS KILLED WITH ONE HIT: DDB1-1FF7 (1P) DDB5-1FF7 (2P)
Kuni Funada, San Diego, CA

**ECHOING VOICE: BAGE-EDE6** 

ECHOING VOICE: BACK-EDES
WALK THROUGH EACH OTHER: E086-47AA
ALWAYS FIGHT SMOKE: CBCC-3D6E + D3C6-3DAE
ALWAYS FIGHT JADE: CB6C-3D6E + PDC6-3DAE
ALWAYS FIGHT NOOB SAIBOT: CB6C-3D6E + DEC6-3DAE ALWAYS FIGHT KINTARO: CB6C-3D6E + DAC6-3DAE ALWAYS FIGHT SHAO KAHN: CB6C-3D6E + D2C6-3DAE

William Mau, Margate, FL

TIMER IS TWICE AS FAST: CVYA-BATN

INFINITE TIME: ABVT-BE64 ACTIVATE TESTING MODE IN OPTION SCREEN: RETT-A6Y6 ALWAYS FIGHT SMOKE: B4MT-BE76
ALWAYS FIGHT JADE: CCMT-BE76

ALWAYS FIGHT NOOB SAIBOT: B8MT-BE76 ALWAYS FIGHT KINTARO: BWMT-BE76 ALWAYS FIGHT SHAO KAHN: BOMT-BE76

William Mau, Margate, FL

MEGAMAN X - SNES - PRO-ACTION .

ENTER FOLLOWING CODES TO GAIN THE HADOKEN FIREBALL:
7E1F-7E85 + 7E1F-99FF + 7E1F-9A20

Damon Brenner, New York, NY

VIRTUA FACING - GENESIS - PRO-AUTION
"FLIGHT SIMULATOR" EFFECT: Enter the following codes, FFD0590006 and FFD0580000, to play Virtua Racing with no car on the screen at all the car over the second of the second o After selecting your desired view, switch the PAR2 off. If the car ever happens to come back in view, switch the PAR2 on, and then off again. Note: This code only works in three of the four views. Mark Glavin, S. Weymouth, MA

LETHAL SUF ORCERS SNES - PRO-ACTION
ANY WEAPON: 7E01AC0? - Replace "?" with 0 for Blaster, 1 for Flame, 2 for Seeker, 3 for Rapid, or 4 for Plasma. The same code for the second player is 7E1FBE Xavier Beswick, Brooklyn, NY

PLAYER NEVER LOSES ENERGY AND KILLS ENEMIES WITH ONE HIT: A6-3F0F + DDA6-3F6F + DD PLAYER LOSES NO ENERGY WHEN YOU PERFORM A SPECIAL

ATTACK: 82A5-1 Kuni Funada, San Diego, CA



You want a bigger Hocus Pocus? We want a bigger Hocus Pocus. Announcing the biggest Tricks & Tips contest ever; The Super Hocus Pocus Giveaway. Send in your codes, good bad or ugly. We will choose one grand prize winner each month. (Current subscribers will receive a one year extension.) Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before.

et Prize: Eric Bianchi, Los Angeles, CA, Second Prize: Dan Granett, "Shin New Ground, PA' Tim Fitak, Los Angeles, CA

Hocus Pocus 5137 Clareton Dr. Suite 210 Agoura Hills Ca. 91301

# Head Crushing, Bone Snapping, Spine Popping Fun.





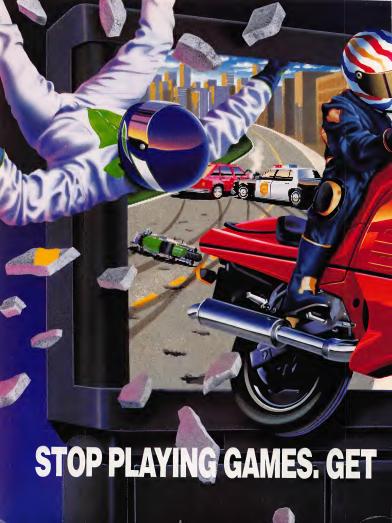
# SATURDAY NIGHT SLAM MASTERS. NOW ON GENESIS.



It's El Stingray's atomic drop vs. Biff Slamkovich's furniture pummel.

Gunloc, The Great Oni, King Rasta, El Stingray, Alexander The Grater, Biff Slamkovich, Titanic Tim and Haggar have got to be the most insane muscle-bound maniacs in the history of wrestling. So, even if you execute moves like the super suplex and flying headbutt, you still might not get out of the ring in one piece. Getting totally pummeled has never been this much fun.







# VIEWPOINT CONTEST WINNER CONTROL Playment HONESTY IS OUR ONLY EXCUSE! 100

Nick Rox Takahara

**NICK ROX** LOADSTAR - SEGA CD - ROCKET SCIENCE - FMV - I PLAYER - AVAILABLE DECEMBER

It's no secret that I, and most guests of our staff, do not like FMV games. Tapping left and right and shooting at a movie just aint where it's at. However, if you like them, Loadstar is as DIAMBEN good as it gets. The targets match the FMV and the 060288807 movie stars good 'ol Ned. Imagine If Rocket Science

E

9

8

ANOTHER ONE?! No! This isn't fair. Who actually th we like FMV games? What "demographics" show this?? Yeah, Loadstar's a grainy 64color FMV shooter, and it's the best of 'em, but that ain't saying much. Can you believe \$20M was just poured into this company?? Can you believe there are two sequ

in the works?? Poor Ned

is... the ultimate Sega-CD.

We get, er, say 90% of the

PC-Engine original's sex

n' gore, totally new shoot-

ing sequences, perfect

voice acting, rockin' art,

incredible music, and the

most involving videogame

GRAPMICS BUCK CONTROL Technologically, the project is fantastics agreat movie, unfortu-nately it has "Sewer Shark" gameplay. Loadstar is probably about as good as this type of game is going to get. But the one-dimensional gameplay is not going to keep anyone interested PLOY STOR 6 ORIGINALITY 9

. OH YEAH BABY! Here it GRIPHICS 10 When this game came in MUSIC 10

CONTROL N/A

PLAY RECH N/A

ORIGINALITY 10

everyone here went nuts, "it's Snatcher, with all the gore, no way!" I had no idea what they were talking about. A few days later after experiencing the game, I knew exactly what they were talking about! Wow, this is the best game of its kind, on any system. Konami deserves a big round of

MUSIC CONTRA FLET MESH

GRAPHICS

PLEF MECH . N. /

MIST

COLUMNICS

TAKAHARA

Rocket Science has led the planet

the past year. Now, we have their

first game; Loadstar-"Siliwood's" first full functioning movie game. Technologically, the project is

in promoti

SNATCHER · SEGA CD · KONAMI · CYBERPUNK ADVENTURE · I PLAYER · AVAILABLE DECEMBER

money into a platformer!

Snatcher in the US...thank you Konami, for being a GAMERS company GAMERS company. Snatcher is simply put, the only game of its kind ever only game of its kind ever made available in the US. You'll find ungodly carnage, the greatest story ever, and an interface that is just the coolest in Snatcher. It's just pure quality. NO Sega CD owner (over 17) should be

VP slows down a bit and

does have a touch of

flicky, but it's amazing it is

here at all. This is a great

shooter in every way

Huge bosses, smooth

polygons, and excellent

tunes, make Viewpoint the

Genesis shooter to own

without it

this year.

put this much time and

HUSIC CONTROL N/A RAYMEDI N/A ORIGINALITY 10

GREPAIRS

. VIEWPOINT - GENESIS - AMERICAN SAMMY - IGMEG - ISOMETRIC SHOOTER - I PLAYER - AVAILABLE NOVEMBER GRAPHICS 8

> CONTROL DIST MEN я 9 ORIGINALITY

storyline ever. You must buy this game now!

Finally, Sammy's incredi-ble Neo-Geo shooter comes home... but is it a good translation? Well, let's just say it's the best possible translation given the Genesis' limitations. Taken alone, it's one of the best Sega shooters ever, and taken as a translation it's more than ade quate. A great job.

GRADATICS 8 8 MUSIC CONTROL RAYMECH CRIGHALITY •

Imagine Rosseanne trying RIPINS to fit in to Kim Bassingers clothes... on second thought, don't. You get my drift. Sammy actually got the whole Neo-Geo game into a Sega cart. Sacrifices were made of course, but the game still feels the same. Musta' been a helluva' crowbar!

MUSIC CONTROL PLEY NECH ORIGIANLITY •

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PITFALL + GENESIS + ACTIVISION + IFMEG + ACTION PLATFORM + I PLAYER + AVAILABLE NOVEMBER 037815 A 22 25

Pitfall is one of the more unique and fun platform-ers I've played this year. Its Aladdin quality animation, teamed with mega play mechanics, amazing backgrounds, and realistic sound effects, make Pitfall an adventure every Genesis owner should take. The legend contin-

9 GRAPHICS VESIC 8 CONTROL DUBY MICH 10 9 ORIGINALITY

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Being too young to have appreciated the original Pitfall, (Just as reference for this game, I tried it... people actually PLAYED stuff like that?!) I must say that this updated version is incredi-ble, with effects never before seen, great jungly music and incredible animation. The only thing I didn't like was

PLEF MEDI •

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Even if you weren't around to enjoy the first generation of gam-ing, you are going to love Pitfall. the Mayan Adventure. This game has it all: beautiful graphics addictive, "Aladdin" style game play, and an Indiana Jones style adventure that is long and involve ing. For those of you who did play the original. Activision has a BIG surprise for you (look for the scorpion)! A great game that will surely give Activision its first 16-

**FLAY NECS** CENTRALITY .

Wowl Now this is what action/adventure is all about! In EVERY category Batman and Robin delivers. The graphics, sound, and especially the level design are pure genious. Special effects are waiting around every corner! Konami does it again!

GRAPHICS 9 MISS я

CONTROL PLAYMED SSICHELITY .

What's up with Konami?! GRIFHICS Don't they just rock?! Once again they deliver with the ultimate SNES action adventure title. It's in here... the animation, the special effects, and perfect tunes. Even if you don't care a whit about Batman (like me) this is a must-buy.

This game is a fantastic adaptation of the animated series It has variety, a wide range of utility belt goodies and is very chillity belt goodies and is very challenging. All of the animat-ed baddies are here, from Poison Ivy, Scarecrow and Two-Face, to the Riddler Penguin, Catwoman and the Joker. Great graphics, Elfman music and classic Konam special FX add up to the bes

GRAPHICS VIISIC DE RESIDENCE CRICINIUM



X-MEN · SNES · CAPCOM · I6MEG · ACTION · I PLAYER · AVAILABLE DECEMBER X-Men, X-Men, X-Men... enough! These aren't even cool characters. Plain and simple run-of-the-mill side GRAPHICS 8 BESCHOOL scrolling arcade action is all you'll find here. The graph-CONTROL ics are of course great, but I've been down this road too 20.48 000 many times. Why doesn't Capcom make a platformer with the SF2 cast? Go with a winner... your winner

Excuse me? Uh... this is CAPCOM we're talking about here?? This game deserves a hearty "NO." HUSIC deserves a hearty It's not just the hyper-lame characters, it's the chunky PLAY RECH control and the painfully boring Mega Man X tunes ORIGINALITY Sure, everything looks great, but that ain't enough to make a game. X-Men fans may dig it though.

If you're into straight forward arcade action, who better to call than Car 've made a ton of This one features the X-Me who are very well represent-ed. It just seems like it's about a year too late. With guys like Spawn and The Violator around, this bunch seems like old news, X-Me fans only on this one.

8 Ä .

CRAPHICS

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DE DY MONE



R-TYPE 3 - SNES - JALECO - I6MEG - SHOOTER - I PLAYER - AVAILABLE DECEMBER Finally, another SNES GRIPHOS 8 shooter! When Irem died they left behind one awesome shooter and Jaleco me up with it. R-Type 3 is the best of the series and should not be missed by any shooter fan. The new power-ups and special effects make this an all new

journey through the shoot

ing legend... R-Type!

R MIKIN g FLAYIFE 8 OSSESSED TO •

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7

YES! It's about time. Being (RUMC) one of the apparently few NUSIC shooter fans left, this game is like a voice from CONTROL heaven, it's got everything PLAYMED that makes a great shooter openin its tick - cool special effects. rockin' music, nine differ-. ent weapons and perfect

control. It's just too hard.

"NO" for the SNES this

Next to the sterling CRAPHICS Thunder Force 4, this is the best side-scroll shooter I've played in a long time. What hap-pened to this great genre? I hope 32-bit brings the side scroll shooter back. It sure felt good to fly again. Good

M FF Mars 8 ě



GHOUL PATROL . SNES . JVC . BMEG . ACTION ADVENTURE . 1-2 PLAYER . AVAILABLE DECEMBER

Not the same name, not the same game. This sequel is missing one thing...the original programmers! The result is a slower (and a bit sloppy) but still amusing overhead zombie romp. It's not as good as the first but it's still the only game of its kind in the SNES line-up. Hey, its Halloweeny time

GRAFHICS R 8 HUSTO я PLEY HECH

month, it seems as if one time was the charm for this zombieladen title. Great con-8 cept, amusing graph-ORIGINALITY ics, good music, horri-6 ble gameplay... is it worth it?

Another resounding GUHIS 9 HUSIC я PLAY MESH 8

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When the prequel to this game came out last year, it was one of the most talked about games at GF. Now, a year later, JVC attempts to do nearly the same thing, without the original team. The game is OK, especially with Halloween here and the new big 'ol bosses are cool, but the control is off and a year's gone by

8 GRAPHICS VIISIO 8 CONTROL 5



So, Mike's Baseball career is GRAPHICS 8 sort of a sleeper, his video MUSIC game debut is surprisingly good. Windy City is a good

game! The mix of freaks and mongloids with basketball really works well. Slam them ghouls with a monster dunk or wing a fireball upside their head. Great graphics, cool tunes, cool game, EA-

DIANATES 8 **AMERICAL** 9 П .

What's up with all these bball stars appearing in decidedly un b-ball games? Take out mutants with flaming basketballs and save your teammates. Right. MJ:CITWC features good graphics, control, and music, but I feel these programmers were wasted on such a strange license.

я BLAY BISCH 8 .

8

MINGE

MICHAEL JORDAN IN CHAOS IN THE WINDY CITY . SNES . EA . IGMEG . ACTION . I PLAYER . AVAILABLE DECEMBER I give credit to EA for having the courage to branch out with their MJ license and attempt something other than a basketball game. "Chaos" has all of the elements for a strong A/P title; good graph strong A/P title; good graph-ics, loads of power-ups and some nice special FX, but it's not substantially different from anything you've played



DOOM + 32X + SEGA + 24MEG + 3D ADVENTURE + I PLAYER/2 PLAYER LINK + AVAILABLE NOVEMBER

The 32X has the stuff! Whoal, it's a Sega game with color... and fast, smooth scaling! The tunes kind of lay there and die but that's the PC talkin' For the money, the 32X is THEE system to own right now, this version of DOOM is great! Thank's Id, part 2 please.

GRAPHICS 8 6 CONTRO 9 PLEF MECH CEIGHALITY 9

MICE

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I'm become accustomed to seeing new systems come out with the most horrible "games" imag able, but the 32X is the complete opposite! With om, you get about 75% of the PC original's greatness (er, not counting the BGM) for a tenth of the price. Hey... I'm there!

COMMISS FLAN WECK 9 9 THUMBERO • .

The 32X comes out of the shoot with a surprisingly good transla-tion of the monster PC hit. The texture mapping, speed and addictive gameplay that charac-terized the original have made the conversion essentially in tact. Not bad, especially when you consider that you can have 32X Doom for \$169 plus the cost of the game (the PC I play the original on cost \$3K!). This is a ired purchase for lucky 32X

HUSIC REFEREN .

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Am I at the arcade? No, I can't be, this game has

better tracks! HUGE polygons, scaling so fast and so smooth...and color!! YES!! VR DLX even has coin-op quality sound! And the new stock car leaves the F-1 in the dust! This is the first game? Oh my.

GRAPHICS 10 9 10 01 W M25 9 9 DECEMBLITY

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game, but it ain't that simple... did | mention new cars and kick-ass new tracks? How about all of the arcade's music, color and hyper-smooth polygons? Yup, it's in there...

This IS the arcade

CONTROL PLEF NEED CRICINALITY o

CRAPHICS

VIRTUA DELUXE · 32X · SEGA · 24MEG · DRIVING · 1-2 PLAYER · AVAILABLE NOVEMBER As good as the SVP vers of VR was, the "Deluxe" 32X game makes it look like old technological news. The really increase the depth really increase the depth and long term play value of the game, and most of the polygons, music and color have made the translation as well. With VR Deluxe, Doom and Star Wars, Sega's mini-32 is off to a great start!

8 UIISE 9 9 S IV LED ORIGINALITY 9 .



Yuk, Taz tunes...Yeahl Smooth fast polygons, pinpoint control, two views, and fast fun gameplay. I'll excuse the tunes because the sound effects are great and I know they had to rush. Star Wars is VERY close . to the EXPENSIVE coin-• op. Sega delivers.

GRAPHICS S 5 MUSIC 9 CONTROL 7 8

You want the arcade game? You got it. You want "off the tracks?" You got it. You want seamless, smooth scaling? You got it. You want Ackbar, the amazing alien from New York? Hey... you got him too!

GRAPHICS 9 4 MUSIC 8 CONTROL PLAY MECH 8

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You can't help but be impressed with the 32X version of Star Wars. Can version of Star Wars. Can the in-game music, and you've got a dead-on ver-sion of the arcade game. The polygon graphics and speed of gameplay will have you looking for the coin-slot, but the difficulty setslot, but the difficulty set-ting of the game may have you a little frustrated...it's insanely challenging, but definitely worth the effort!

GRAPHICS MIRIC CONTROL PLAY MECH.

ORIGINATIV • .

## COSMIC . 32X . SEGA . 24MEG . FIGHTING . 1-2 PLAYER . AVAILABLE NOVEMBER



the armor is a cool feature.

NUSIC 8 9 CONTROL RETURN 9 9 ARGUELOS

.

An excellent first fighter for the 32X... smooth Art of Fighting scaling, cool multi-jointed characters, great color, insane moves and an innovative armor system. Playing this makes me dream of Darkstalkers...

9 8 MINNE 8 9 PLAN MEDI 9 OS)SMEUTY .

I don't really like fighters that much but Cosmic Carnage really grabbed me. This is a very unique game, in fact it's unlike any other fighter I have ever seen. The characters are drawn very well and each has a distinct alien personality, and accompanying special moves. I think the dose of sci-fi is what drew me in, and then the zooming and great play

GRAPHICS Ulkir CONTROL ROSH TAJA **MANAGEMENT** 

О

# CLUB DRIVE · JAGUAR · ATARI · I6MEG · DRIVING · I-2 PLAYER · AVAILABLE DECEMBER

Club Drive took nearly a GLAPHICS year to surface and ends MUSIC up an interesting, but empty game. The car is devoid of animation and none of the play choices are much fun. Some nice static screens and smooth play help, but besides cruising around the house, this cart is the equivelant of a sleeping pil, zzzzz.

CONTROL RATION 9 ~ . •

64-BIT POWER! Finally, a title that showcases the Jaguar's incredible polygon rendering abilities... not! I'd think that a game that's been on the release schedule for a year now would be a tad better than this heap. Don't go near it, unless you're VERY

5 CONTROL 6 PLATIFIED 9

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Unsie

What Happened?!? Club Drive looked like it was going to be one of the most unique, fun to play games on the Jag, and then someone furmitled on the goal line! The play mechanics are so simple that it's a little embarrassing. On the Game Boy, Lyyx or Game Gear...maybe, But, on Atal's 64-bit powerhouse? And the simble. 15-bit bolveons don't the simble. 15-bit bolveons don't the simple, 16-bit polygons don't save it graphically, so the whole project just kind of comes apart

MUSIC CONTROL Africa ORIGINATITY

GREPHICS

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## CHECKERED FLAG · JAGUAR · ATARI · IGMEG · RACING · I-2 PLAYER · AVAILABLE DECEMBER



Checkered Flag may be nice GUINGS to look at, (very nice) but it's a pain to play. The control sucks. You can choose only five drones (five less than the Lynx version!) and they constantly ram you, sendi you flipping like a brick. I expected so much more from this game, especially with the Jag's power. I did the math and came up with.

MUSIC BLEYANCE 8 6

This is REBELLION, the creators of AVP? Wha?? Muddy control, absurd Al and incredibly frustrating play add up to an extremely flat racer that the sun posedly inferior Virtua

DLX runs circles around.

8 FLITAFO OSIGNAL ITY 5 •

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This is more disappointing thin Club Drive! No control no texture mapping, no gameplay, opponents that look like little Hot Wheels (TM) zooming past you only to wait for you down the road apiece...blec-chhl The Genesis version of VR absolutely blows CF away. This is a major disaster. And, with only a handful of games coming for the Jag this Christmas, Atari can't afford to make this kind of miske. I like the Lynx game better.

DIREC FLETNECH

CRICIALLITY .

## NOVASTORM • 3DO • PSYGNOSIS • 3D SHOOTER • I PLAYER • AVAILABLE DECEMBER



Novastorm, known in GEPRES these parts as Scavenger these parts as Scavenger 4, is simply put, the most butt-kickin 3D shooter available today. The FMV is pure Sci-Fi and the s are so impressive that you won't believe your eyes. The tunes are a little freaky, but this is the BEST sh ooter you can buy for your 3DO.I

9 HUSIC

8 CONTROL RAFBE 8 •

The showcase Marty game Scavenger 4 comes to the 3DO in style, bringing with it better color and visual effects but losing a bit of the screen and the incredible music. Who cares, though... sure, it's an FMV

one ever.

RATHER 9 shooter but it's the best .

П -

No question about it, Novast (Scavenger 4) is the best FMV shooter to appear on any system It is so good that, for a little white I was beginning to question whether or not it was an FMV whether or not it was an Pmy game. The backgrounds are just interactive enough to have you believing that you are flying in a real-time environment, and the chematic touches during play give you a real sense of playing within a movie good stuff!

GRAPANCS MIRK CONTROL RUM WECH

CENTRALIZA 9













# AIRCARS<sup>™</sup>

E.B.N.E.R.S." are bent on world domination. The only hope for mankind is your aircar. E.B.N.E.R.S. have control of the worlds nuclear facilities and are in the process of subjugating all mankind. You must destroy the installations and find the location of the E.B.N.E.R.S. secret base. Bewarel There are a host of tanks and turrets to stop you. The E.B.N.E.R.S. have also stolen many aircars and are using them to defend their installations. Plus, the E.B.N.E.R.S. have agics everywhere so trust no one – not even your friends. So get (eady to play AIRCARS" with up to eight of your friends.?) through 32 levels of nerve shattering destruction.

AIRCARS is available on the Atari Jaguar<sup>M</sup> 64-bit Multimedia System. Game features include: 16-bit 3D digital stereo sound for truly awesome voice and sound effects: Gouraud shading with light source and atmospheric effects create a visually stunning 3D world: Multi-player options include up to eight players networked using the CatBox<sup>M</sup>.

E.D.a.E.R.S., and AiriC.Arcs are trademarks on McMille Entertainment Group, Inc., Juguacis a Mademark of Mari Corp. Catbox is a featemark of Black Cat Design Inc. To option a Catbox contact Black Cat Design at 8159689888



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There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all and done it all...so turn your cute little karate self around and disappear before we get nasty.



Nintendo

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#### LION KING

So you want to be king? Then you better start roaring, because you're going to have to claw your way through nine nasty levels of



fang-bearing hyenas, charging wildebeests and dive-bombing vultures, just to get the chance to battle your evil uncle Scar. And he's one bad cat. Fortunately.







it's only a game.
Unfortunately, it's in
Digicel Manimation.
Which means you're
going to feel every
bump, bruise and
blister between you
and the throne.



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Available for Sega™ Genesis™ and Super NES®









Here's a game that I guarantee will have a huge "REDUCED PRICE!!" sticker on its ugly American cover just a couple months after its release. Why? It's bound to be one of those Sega games that fall into a group containing unadvertised instant classics Heroes, Gunstar Landstalker, and Ranger-X. Yes.





Ristar is gonna be a title that Sega of America considers filler while they heavily advertise other titles like Ecco 2 and Taz... but hey, at least they're releasing it. Ristar is one of the best Genesis action-platform games I've ever player. For me, it's even better than Gunstar, and it blows away Sonic & Knuckles, Headdy, Pulserman, and any of the other ground-breaking Sega action games. Why? Well, for starters, Ristar is the coolest damn character I've ever seen! His method of attack are his elastic arms that he can use to kill enemies, grab walls and items. swing around poles... the list is endless. To top it all off the control is utterly, thoroughly, completely 100% rockin', and the music is without a doubt the best Genesis music ever written.





This cartidge's backgrounds are filled with effects that you actu-ally HAVE NOT SEEN BEFORE, like amazing transparencies (and I don't mean a colored pixel, then a blank one, then a colored one... I mean SNES-caliber REAL transparencies) insane six-layered backgrounds, and the most bitchin' artwork ever seen in a Genesis title... and this system is six years old?



This game has no faults. The only thing that bothered me about Ristar had nothing to do with the game itself but the fact that 16-Bit lasted only half the time that 8-Bit did, I mean, programmers are still learning new tricks, as evidenced by this game and many others. it's painful to let 16-Bit go with games like Ristar still being developed. Anyway, you can count on lots of







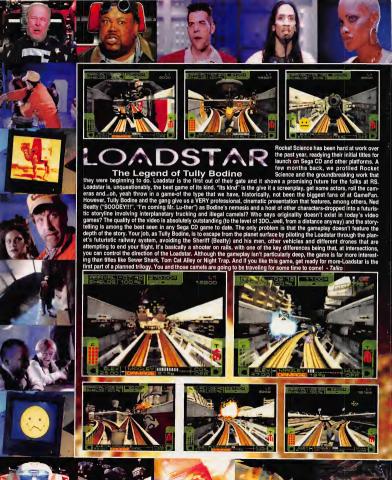


















REVIEW









celaim and Marvel Software have a Teenyl Weeny Game for fans of the Wolverine. Number not a 'small' ne. The name of the developers is Teenyl Weeny Games. With a name like that they derive good for pipe will just call them Weeny's].

The name of the developers is Teenyl Weeny Games. With a name like that they derive good for just call them Weeny's].

The name of the developers is Teenyl Weenyl Games. With a name like that they derive good for pipe will just call them Weenyls, and Wolverine has great graphjes and good control and just OK' graphics, and Wolverine has great graphjes and 'less than OK' control. If we could get these two together, we'd really have something. Not that Wolverine is unplayable, yet just have to learn to compensate for its floaty feel and jumping with the 'A' button. Once mastered, the 'game is pretty cool. The control involves foing multiple complex attacks, such as simply pressing up to do a slow-moving backhand slash, or pressing the D-pad down and toward the target + button 'A' to not a pouncing attack. There are many such moves that really complicate things. Why



































didn't they just offer a six-button feature and make use of the extra three buttons on the new controller (which is more fandard issue!2 These laws aside this is a well executed and entertaining game that Wolverine fans should really appreciate. It is definitely acclaim's best Marvel outing to date.

There are eight long levels in Wolverine, and very little repetition, and the raspy tunes that accompany the gameplay are quite good for an American made game. If you just can't resist a







































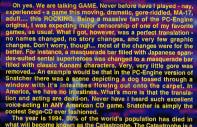
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what will become known as the Catastrophe. The Catastrophe is a what will become known as the Catastrophe. The Catastrophe is a bloengineered virus, known as Lucifer-Alpha, that had been under secret development in the former USSR. A mysterious explosion destroyed the Chernotian Research Facility where Lucifer-Alpha was foing developed, thereby spreading the deadly virus throughout the world. However, in 2004, the virus mutated, remaining in one-linal. Who could have known, however that the greatest threat to humanity would not appear for another secretary. 50 years...?





greatest threat to humanity would not appear for mother 50 years...?

2044. In Siberia, now a desolate, unpopulated wasteland due to the effects of the Catastrophe (80% of Russia's population purished) a mysterious accident occurs. In the wreckage, an insalety advanced human-like bioroid is discovered, with a high-power disser beam insaled in its mouth. As it is being trai sported to Japan for study, it self-destructs. Gradually, more of these bioroids appear, usually during the winter... with human skins, and in the form of important wo die leaders! These frightening robots appear perfectly human to the naked eye they can self and were bleed. But where did they come from? Are they an alien menure? Because of these robots murder of humans in order to take their pince, they are dubed Shatchers.
2047. The world has completely changed after the appearance of the Shatchers. Man distrusts his fellow man, resulting in Salem Witch Hum-style lymchings and killings. The city with the nighest concentration of Shatcherroillated dashies is the relatively new New Kobe, a Japanise city constructed on the saitest due to Japanis time formed to combat the Shatchers, Junker, Junker





























Uninfected Naked Kind & Execute Ranger!) is located. Junker is receiving a new operative effective today... Gillian Seed, That's you. Cillian is a manestace who was discovered, slong with his wife damic seed, at the scene of the Snatcher it is appearance. Whenever he tries to rememb, his past, all the car recell is the seed. Snatcher it is appearance. It is not to regain his fest mentry! The seed of the state of the state of Snatcher in player takes over. Moving around in the world of Snatcher in y be a lade contrising at first, but you'll soon get used to fits ease of operation. In Snatcher, you're given several choices that can be highlighted with a more bar, then chosen. From this command you'll probably rever into another set of thoices. An example: You choose hill the state of the several with a more bar, then chosen. From this command you'll probably rever into another set of thoices. An example: You choose hill the state of the several with a half-screen graphic of a rot-

ove info another set of TIGATE. You're now preJUND ROOM, AIR VENTI-. You choose "HUMAN I-screen graphic of a rotmouth, nose, and eyes. sect larva have infested o say the least." COOOLI yn-adventure, boo! REMAINS. You ris presented with a hit ting skull with maggots writhing in its Your responses: A number of different the body. It hasn't been well preserved, Think of Snatcher as a choose-your-with an incredibly complex set of congo-anywhere-al-any-time feel. In Jaja known as Adventure or "Digital Comig of naming. It's too bad we haven't seen. n-adventure book, but ands, and an RPG-ish, n, this type of game is where they are a staple ny Digital Comics in the of gaming, It's too bad we haven't seen

of gaming, it's too bad we haven't seen any Digital Comics in the US., but hoppingly Snatcher will change heat Simply EVERTYTHING about this game is totally perfect, from the beautiful graphics that haven't tost anything in the conversion from 512 colors to 64, to the music, which is actually BETTER on the Sea-CD, to the flawless narration and voice acting. It's also one of the longest, most involving games I've played in quite a long while. If you have a Sega-CD, you owe this game to yourself. Their's something for everybody here, even shooting squences in which you can use the control pad, or Konami's Justifier light gun! This is without question the finest Sega-CD game ever made. and it makes buying the system at Sega-CD, do completely worth it. I've kept you here too long, though... do yourself a twoy, buy

yourself a favor, buy Snatcher today! Now I can't wait for the Japanese 3DO sequel, Policenauts (Mistakenly translated as "Police Notes" last issue in Other Stuff, sorry!)... Konami rocks! - Nick Rox























This is the FIFTH time I've reviewed or previewed some form of 
Samurai Shodown in just 
two months... but hey, I'm 
not complaining! The 
Genesis version of 
Shodown is a highly competent one, and for me it's 
slightly better than the 
SNES version. Yes, it's 
true that the music ain't



so hot and you can't control Earthquake. (I never used him anyway) but the characters are HUGE, arcade-sized, and the control is better. This version also has extra options, like adjusting the rate that items are thrown. The Sega SS even has samples the SNES version doesn't! The backgrounds in this





















title suffer slightly, though, and the BG animations were cut down to a bare minimum... but the most shocking thing of all was the censorship! The brood has been toned town quite a bit, and the SNES rule of changing the character's winning dialogues applies. Do you want Tam Tam's "My boiling blood bubbles for battle?" Sorry... you get "My sweat hubbles for battle." How about "Whoops, so much for an encore. I killed him." becoming "Whoops, so much for an encore. I stopped him." However, I feel that in choosing a 16-Bit version of SS, since you AIN'T getting the arcade version, it all comes down to tiny characters and great music or huge characters, OK music, and better control... and that's that!

\*Nick Rox\*



















## AND BLOW AWAY AN



n the Old West, gun fighters let

talkin'. Now you can pack one that just won't shut up. Lethal Enforcers" II: Gun Fighters., It's all the



gun blazin' action of the smash hit arcade game, fired up for your SEGA " Genesis" and SEKA CD"



Blast your way through five lightning fast levels. Aim for the heart to drop soum in their tracks. Draw your six shooter and serve up some hot lead to ruthless bank robbers, Grab

your Gatling gun and flush out a gang of grubby banditos.

And, if you're still standin', empty your shotgun into an evil shaman and his band of creepy,



#### OUNG MAN,

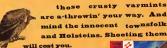


skeletal ghouls. Never mind the stench, son,

So reach for your guns and see if you got what it takes to make Deputy,



Sheriff or U.S. Marshall, But watch yourself, pardner. 'Cause Fou'll need a sharp eye and a quick trigger finger to dodge all them flaming arrows, cannonballs, skulls, tomahawks and powder kegs



Let the bullets fly and the bodies fall in Konami<sup>9</sup>'s Lethal Enforcers II: Gun Fighters, One false move and the buzzards won't be goin' hungry tonight.





Also avatlable on Sega CD

# Is this the game or the TV show?

Only Alfred knows for sure.

he's not talking So you'll just have to find vourself in Conamia's The Adventures of Baiman" and Robin" video game. The new 16 meg blockbuster for your Plunge into the underworld of Gotham City and battle the Dark Knight's archenemies through 8 sinister levels Each based on actua adventures from the animated TV series. Strap on Batman's utility beli and choose his weapons wisely. 'Cause you'll need more than fast fists to make it to the next crime scene alive

Hurl a gas grenade and crack up The Joker on a lunch-losing roller coaster ride. Launch your Bateraing and prune back Poison by in her evil greenhouse. Then unleash your plastic explosives to unstuff the Scarecrow's plains to strike fear into the populace. Follow the Bat Signal to Konamis. The Adventures of Batman and Robin video game. It's all the nonstop action of the animated TV series. Without all those annoying commercials.







NOT YOUR FRIENDS. NOT YOUR FAMILY. NO ONE. IMMEDIATELY, ALL ABLE-BODIED CITIZENS ARE, URGED TO ASSIST THE JUNKER FORCE IN STOPPING THE SNATCHER TAKEOYER. A SNATCHER CAN TAKE THE FORM OF ALMOST ANYONE.

> GOV'T WARNING SNAAR51 >CITY OF NEO-KOBE

WATCH YOUR NEIGHBORS CAREFULLY. STUDY THEIR MOVEMENTS, SEEK OUT THE ENEMY, USING HIGHLY DEVELOPED DETECTIVE SKILLS. SUPER COMPUTERS AND SOPHISTICATED ROBOTS.



TRUST NO ONE



NYESTIGATE ALL SUSPICIONS INVESTIGATE ALL SUSPICIONS
UNTIL EACH AND EVERY SMATCHER
IS "ERADICATED. SUPPORT THE
RESISTANCE ON KONAMI\*S
INTERACTIVE SNATCHER YIDEO
GAME FOR YOUR SEGA CD." NLESS YOU'RE ALREADY A

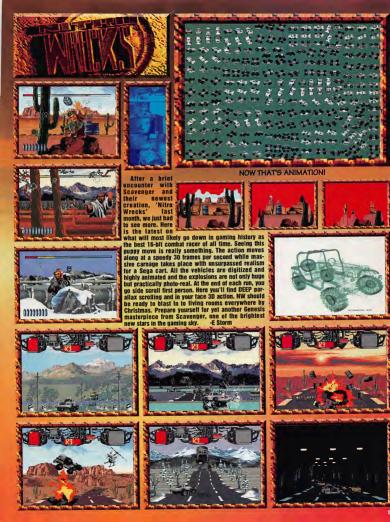


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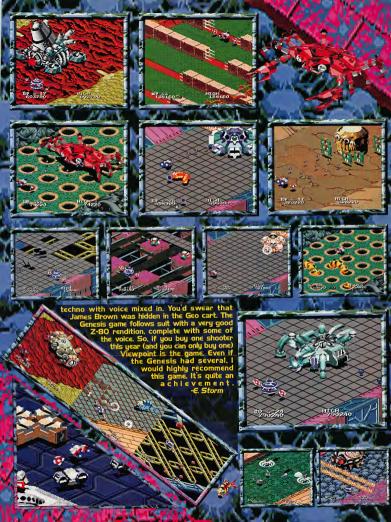
1.8. All rights reserved. "Kontain Herbre is an 85¢ por minds charge, \$1.15 per minde for support from a countriol." Seland-Timer phase reported. Management have generalle certisions before calling.























#### LEARN TO COMMUNICATE WITH THE ANIMALS

#### RHIFTLESIN SCHOOL







If you've read our August '94 leaue, you've seen this game before. Known as Neogenesie Ragnacenty in Japan, Crusader of Centy is the second game by the programming team that brought us Ranger-X, Nextech. Luckly, Atlus (of flower Instinct fame) has decided that this wonderful game is worthy of US release. It's been renamed Crusader of Centy, (which this reviewer thinks is an even more painful name than Neogenesis Ragnacenty) but it's the same Joy-laden game - the only thing

















#### tlus altered was a single name: Pochi was changed to Mac."

Crusader of Centy is an EXTREMELY Zelda-like action RPG in which you control the main characte, who's recrived a sword for his l4th birthday. Starting out as no more than a young kid infatuated with his new toy, he soon embarks on a quest that'll take him throughout a whole continent filled with incredible areas, and non-stop fun. That's just what COC is... full You won't find too many mind-destroying special effects here just 100% solid action (RPG joy. COCs art and graphics are highly detailed and borrow





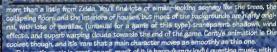








LENKO TO JUMP & LIST COSTS



This cart's music is great as well, most of it is happy/jumpy joyful questing music, with a touch o' the ever-present classic stuff thrown in. The sound effects are good too, except for Mac's squeaks of pain!

If you're looking for a great action RPG on the Genesis, and there for sure aren't many, this is a super-rockin' title. Show Sega of America they could have had quite a hit on their hands and buy this gamel Well have more on this fantastic title next issue.

















## Aero The Acro-Bat 2 Get It Through Your Skull































SEGI CD SIERRA ONLINE 1-2 FLR. ACTION\SPORTS



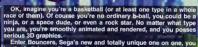












be the ball (sports?) game. Each character sports his own bag of wacky tricks as you position yourself to bounce off of your opponent and score yourself! Bouncers may look simple but this is one of the most entertaining two player games you will ever experience. Because the characters are so small, it's hard to show how special they really are in a screen shot, but believe me, each little character is totally impressive. They even





















SUNSOFT - 16MEG - AVAILABLE DEC.



Well fight fans, here it is. The long awaited one on one fighter featuring charge acters from the your favorite D.C. comic books; Justice League. Do you know



MAPS WITH THE



what the best thing about this game is? It's that Sunsoft is behind the creative. These guys know how to design a quality game! I know for a fact that this game will have superior play mechanics, fluid animation, and feature the balance and play control that a fightling game needs to succeed in the nineties. If everything goes as planned we'll have a blow by blow review, next month and you can bet we'll have cleaner screen shots. -Snarf









#### A · CO ROM · AVAILABLE DEC

#### FLASHBACK

There probably aren't that many people out there who haven't ventured the cavernous areas and cyber cities of Flashback. But for those of you who own a Sega CD and haven't, here is animation, full motion, subits during

the next game you should buy. New opening animation, full motion snipits during game play, and a new soundtrack, almost make FB CD worth owning even if you already own the card, Flashbacks main features are the incredibly lifelike animations of the main character, by the wizards at

Delphine (who also programmed Shaq-Fu) and the aniazing scope of the adventure. You do so much in this game, it is to say the least, very involved. Flashback also has a very user friendly interface and excellent control for a game who is main character has so much animation. Out of this World doesn't even compare!

Another great Sega CD is on the way. That makes nine in this issue! To find out more on Flashback dig up GF Vol.1 Issue 6 - E Storm





















Action/Role-Playing! CD Animation! Three Characters. Two Outlaws. One Serious Mess.

Over 2 hours of dialogue! The ultimate SEGA CD"!



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Our games go to 11!

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A popular PC CD-ROM (And I mean IBM-PC, not PC-Engine!) around a year ago is coming to the Sega-CD from the programmers at Vic Tokai. In the story you assume the role of Michael Dawson, a man

















who's just moved into a strange town and is plagued with incredible headaches and visions of strange Giger-esque beasts. Why does he have such terrible nightmares? Why do the townspeople seem so distant and far away? Why is Dawson's life filled with an overall sense of foreboding and terror? And why did a child's doll arrive in the mail and morph into a creature that looked straight outta Aliens?! Find out when this intriguing Secret of Monkey Island-style quest is released later this year. - Nick Rox



Hey kids, Look! It's your favorite Saturday morning cartoon in action: EXO Squad. You've seen the toys, and the show, now (or soon) you'll be playing the game. EXO Squad features both first person and side scrolling action complete with comic book style intermissions and

super smooth animation How's the gameplay you ask? Heck, I don't know, the game isn't finished yet. When it is, check me out and I'll tell you all about it! In the meantime check out Plaumates

stunning EWJ! That oughta tide you over! -Mr. Goo













PREVIEW . VIC TOKAL . SMEG . AVAILABLE DECEMBER









Vic Tokai, together with up and coming developers. Eurocom, will soon take their first endeavor into the 5-10 yr, old genre with Stone Protectors, the cute little trolls of Saturday morning TV. Stone Protectors mixes side scrolling action with each character's unique

trademark moves from the show. The game isn't quite finished yet, but when completed this should be one of the better games for younger kids to enjoy. It's not overly cute while remaining very non-violent and true to the cartoon. Hey, kids need games too!





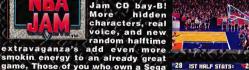


EUIEW . ACCLAIM . CO . AVAILABLE NOW





Boom Shaka Laka! It's NBA Jam CD bay-B! More hidden characters, real voice, and new random halftime extravaganza's add even more smokin energy to an already great



CD and don't own a copy of the Jam ust track down a copy of this game. I don't think there is a beter two player game in existence. Those of you who already own e sparkling Sega cart however, need not apply. There really n't enough new here to warrant a second purchase. Unless of ourse you're a Jam fanatic. What's there, a couple million of ou out there? I'd say Acclaim's safe. TAKAHARA























King ru dojo with an old man





















the graphics in 37 are excernent, mere's smooth char-acter animation, very good color, and creative artwork. Shan is represented really well with an exaggerated look that adds greatly to the theme. The other characters are diverse and have very creative special attack techniques (the problem is finding them). The game scores high marks in these categories.

marks in these categories. Fighting spans are ultimately measured by moves and balance. Of course, it helps if you know the moves, but mortismately the manual desert contain them. So, you have to experiment, which can only be done in two play-tage to experiment, which can only be done in two play-ting the spans of the computer uponement, you do not be a spans of the computer uponement, you do not have a second larger, you'll the dy jourself So, it you don't have a second larger, you'll the dy jourself.







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# GAMEFAN'S 1994 BUYER'S GUIDE:

ON THESE PAGES, YOU WILL FIND THE GAMES WE FEEL WARRANT PURCHASE, FOR THEIR RESPECTIVE SYSTEMS, IN THEIR RESPEC-TIVE CATEGORIES. IN OTHER WORDS...YOU GOTTA HAVE 'EM!

	COLL STREET, COLUMN		
SEGA GENESIS	VIEWPO	INT RATINGS:	
ACTION/PLATFORM:	SKID	TAKAHARA	<b>NICK ROX</b>
CASTLEVANIA BLOODLINES (KONAMI)	98%	95%	94%
SONIC 3 (SEGA)	90%	92%	94%
MEGA TURRICAN (DATA EAST)	90%	90%	90%
JUNGLE BOOK (VIRGIN)	90%	90%	90%
FLINK (PSYGNOSIS)	95%	94%	90%
TINHEAD (SPECTRUM)	90%	92%	90%
DYNAMITE HEADDY (SEGA)	90%	94%	90%
BOOGERMAN (INTERPLAY)	95%	90%	92%
MICKEY MANIA (SONY)	92%	90%	95%
AERO 2 (SIMSOFT)	90%	90%	92%
SONIC & KNUCKLES (SEGA)	89%	90%	95%
SPARKSTER (KONAMI)	92%	90%	95%
CONTRA (KONAMI)	89%	90%	90%
EARTH WORM JIM (SHINY/PLAYMATES)	100%	99%	99%
(GAMES APPEARING THAT ARE NOT YET AVA			

F		т	п	м	
	IG		п	N	
	ш	п			

SUPER SF2 (CAPCOM) FATAL FURY 2 (TAKARA) SAMURAI SHODOWN (TAKARA) CLAYFIGHTER (INTERPLAY) MORTAL KOMBAT 2 (ACCLAIM)	86% 90% 92% 88% 80%	90% 92% 94% 90% 90%	92% 89% 90% 90% 88%
ACTION/ADVENTURE: ECCO:THE TIDES OF TIME (SEGA) SUBTERRANIA (SEGA)	87% 84%	92% 90%	95% 89%
SHOOTING: VIEWPOINT (AMERICAN SAMMY)	90%	89%	90%

## **ROLE PLAYING:**

SADLY, THERE WERE NO RPG'S FOR THE GENESIS THIS YEAR.

## STRATEGY:

SHINING FUNCE 2 (SEGA)	90%	92%	90%
PUZZLE-ACTION/ PUZZLE: ASTERIX THE GREAT RESCUE (SEGA) THE LOST VIKINGS (INTERPLAY)	80% 80%	80% 89%	80% 85%
THE LOOT BIRTINGS (INTERPLAT)	OU 7/0	0970	6370

### DELIVING /DAGING

DRIVING/RAGING:			
OUTRUNNERS (SEGA)	80%	85%	80%
VIRTUA RACING (SEGA)	90%	90%	90%
SKITCHIN' (EA)	80%	80%	80%

EDITOR'S NOTE: OVERALL, IT WAS A GREAT YEAR FOR THE GENESIS. THE ACTION/PLATFORM CATEGORY WAS SMOKIN', BUT THE SYSTEM IS STILL LACKING IN CERTAIN AREAS, LIKE SHOOT ING, AND ROLE PLAYING. RAGNACENTI AND PS4 WOULD'VE MADE IT A PERFECT YEAR.

































L	115 traco 11577000			
	SEGA CD ACTION: SONIC CD (SEGA)	SKID 84%	VIEWPOINT RATINGS: <u>Takahara</u> 90%	NICK ROX
	SONIC CD (SEGA) CHUCK 2: SON OF CHUCK (SONY) MICKEY MANIA (SONY) TERMINATOR CD (YMBEN) PUGGSY (SONY) DUE TO A SLIM '94, SOME LATE '93 TIT	98% 92% 89% 85% LES ARE	95% 90% 88% 85% LISTED.	95% 95% 88% 85%
	SHOOTING: BATTLECORPS (CORE) SOULSTAR (CORE) STARBLADE (NAMCO)	85% 94% 80%	90% 90% 88%	90% 95% 88%
	ROLE PLAYING: VAY (WORKING DESIGNS) HEIMDALL (JVC) EDITOR'S NOTE: LUNAR (RELEASED II	<b>85%</b> <b>89%</b> V '93) IS 1	85% 81% THE BEST RPG FOR THE SEGA	89% 85% CD.
	ACTION/ROLE PLAYING: POPFULMAIL (WORKING DESIGNS)	95%	95%	90%
	INTERACTIVE: LOADSTAR (ROCKET SCIENCE) CADILLACS & DINOSAURS (RKT. SCIENC SPACE ACE (READY SOFT)	NYR DNYR NYR	NYR NYR NYR	NYR NYR NYR
Š	SUPER NINTENDO			
	DONKEY KONG COUNTRY (MINTENOO) EARTH WORM JIM (SHINY/PLAYMATES) SUPER METROID (MINTENOO) MEGA MAN X (CAPCOM)	100% 98% 99% 89%	100% 99% 98% 90%	100% 97% 99% 90%
	THE LION KING (VIRGIN) SUPER BONK (HUSSON) RABBIT RAMPAGE (SUNSOFT) AERO 2 (SUNSOFT) BATMAN & ROBIN (KONAMI)	88% 85% 90% 95% 97%	90 % 88 % 90 % 95 % 95 %	90% 89% 90% 95% 95%
	DEMON'S CREST (CAPCOM) MICHAEL JORDAN WINOY CITY (EA)	97% 89%	98% 87%	97% 90%
í	ACTION ARCADE: NINJA WARRIORS (TAITO)	87%	92%	93%
	ACTION/ROLE PLAYING: ILLUSION OF GAIA (NINTENDO) BRAIN LORD (ENIX)	90% 80%	90% 89%	90% 85%
	ACTION/ADVENTURE: EQUINOX (SONY) BLACKTHORNE (INTERPLAY) FOLTOR'S NOTE: SO FAR IT SEEMS LIN	90% 85%	93% 90% NDO HAS A BETTER MIX OF GA	93% 90%
	EDITOR'S NOTE: SO FAR, IT SEEMS LIK WOULDN'T YA' SAY?	_ 14111161	DO HAS A DETTER MIX OF GA	CONT'D.

# A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.













SEGA CD





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96%

92%

H.	restitution to the same of the			
	SUPER NINTENDO CONT'D.	VIEWPO	DINT RATINGS:	NICK ROX
ı	ROLE PLAYING: FINAL FANTASY III (SOMARE)	99%	<u>IMRAHANA</u> 98%	QR%
į	BREATH OF FIRE (SQUARE)	94%	90%	90%
ı	FIGHTING: SUPER SF2 (CAPCOM) SAMURAI SHODOWN (TAKARA)	90%	94%	96%
ı	C2 JUDGMENT CLAY (INTERPLAY). MORTAL KOMBAT 2 (ACCLAIM)	95% 85%	95% 90%	97% 94%
١	SUPER PUNCH OUT (MINTENDO) SHOOTING:	90%	95%	95%
١	R-TYPE 3 (JALECO)	89%	90%	90%
1	DRIVING/RACING: STUNT RACE FX (MINTENDO) FREEWAY FLYBOYS (SEIKA)	88%	90%	90%
ı	STREET RACER (UBI SOFT) F1 ROC 2 (SETA)	85 % 89 %	85% 89%	85% 89%
ı	STRATEGY/SIMULATION: LORD OF DARKNESS (KOED)	NVR	NYR	NVR
I	OPERATION EUROPE (KOEI) (WE DIDN'T VIEWPOINT THESE, BUT O	NYR OUR STRATEG		NYR HE ONES, FOR '94.)
ı	PUZZLE: PAC-ATTACK (NAMCO)	MVD	MVD	
ì	TETRIS 2 (NIMTENOO) WILD SNAKE (8PS)	NYR NYR	NYR NYR	NYR NYR
ł	(WE HAVE NOT YET RATED THESE TITE  PANASONIC 3D0	LES, HOWEVE	R, THEY ARE THE YEAR'S	BEST PUZZLERS.
I	ACTION: GEX (CRYSTAL DYNAMICS) (WE'LL RATE GEX IN OUR JANUARY IS	NYR SSUE. EXPEC	NYR T EXCELLENT SCORES.)	NYR
	3D SHOOTING: TOTAL ECLIPSE (CRYSTAL DYNAMICS)			
	MONSTER MANOR (EA)  ADVENTURE:	97% 80%	91% 90%	95% 93%
	ADVENTUKE: OUT OF THIS WORLD (INTERPLAY) STAR CONTROL 2 (CRYSTAL DYNAMICS)	90% 89%	86% 85%	90% 89%
B	THE HORDE (CRYSTAL DYNAMICS)	89% 89%	90%	88%

ROLE PLAYING/SIMULATION:
GUARDIAN WARS (300 CO./MICRO CABIN) 98%



# GET OUT OF THE PITS AND RACE IT!



Scared the competition into the pits? Whip around the track solo for stiff action against the computer.



Split screen view shows your also-ran how you do it.



You're All-World on 64 different circuits in 16 countries.



An on screen readout shows you how to win.











This childs sed is your resource that this product meets the highest quality standards of Segs. "B any garner and oursecorders with fise and to be sum that they are compatible with the Segs." Genesis." System.



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SYSTEM. THE WORD GAME RATING COLLICIL, ITS RATING SYSTEM, SYMBOLS AND
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ATARI JAGUAR





3DO CONT'D. FIGHTING: WAY OF THE WARRIOR (MAUGHTY DDG) SPR. TURBO STREET FIGHTER 2 (300) SAMURAI SHODOWN (CRYSTAL DYNAMICS)	NYR	<u>TAKAHARA</u> 92% NYR NYR	NICK ROX 90% NYR NYR
RACING/DRIVING: CRASH AND BURN (CRYSTAL DYNAMICS '93) ROAD RASH (FA)	95% 99%	95% 98%	95% 99%
NEED FOR SPEED (EA)  TO DATE, WE HAVE NOT PLAYED EVEN THE REMAINING TITLES, WE	ERY 3DO	NYR TITLE SCHEDULED	NYR FOR '94. AS WI

TO DATE, WE HAVE NOT PLAYED EVERY 3DO TITLE SCHEDULED FOR '94. AS WI REVIEW THE REMAINING TITLES, WE WILL INCLUDE THE REVIEW - IF THE GAME IS BUYER'S GUIDE MATERIAL.

ACTION:			
RAYMAN (UBI SOFT)	NYR	NYR	NYR
BUBSY (ATARI)	NYR	NYR	NYR
TINY TOONS (ATARI)	NYR	NYR	NYR
SHOOTING/ADVENTURE:			
CANNON FODDER (ATARI)	NYR	NYR	NYR
CYBERMORPH (ATARI)	99%	98%	98%
TEMPEST 2000 (ATARI)	98%	98%	96%
DOOM			

CYBERMORPH (ATARI)	99%	98%	98%
TEMPEST 2000 (ATARI)	98%	98%	96%
DOOM (ATARI)	98%	98%	98%
IRON SOLDIER (ATARI)	NYR	NYR	NYR
ALIEN VS. PREDATOR (ATARI)	98%	98%	98%
WOLFENSTEIN 3D (ATARI)	82%	80%	82%
DRIVING/DACING.			

DRIVING/RACING: CHECKERED FLAG (ATABI) NYR NYR NYR NYR

FIGHTING: ULTRA VORTEX (DEYDNO GAMES) NYR NYR NYR NYR

PUZZLE/ACTION: DINO DUDES (ATARI) NYR NYR NYR NYR

JAGUAR TITLES LABELED NYR (NOT YET RATED) WILL BE RATED THIS YEAR. SELEC-TIONS WERE MADE BASED ON REVIEWABLE VERSIONS.

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**NICK ROX** 

80%















SEGA 32X	
FIGHTING:	
COSMIC CARNAGE (SEGA)	
ACTION:	
TEMPO (SEGA)	
ADVENTURE:	
METAL HEAD (SEGA)	
DOOM (SEGA/ID)	
SHOOTING:	
STELLAR ASSAULT (SEC.)	

DOOM (SEGA/ID)
SHOOTING:
STELLAR ASSAULT (SEGA)
STAR WARS (SEGA)
DRIVING/RACING:
VIRTUA RACING DLX (SEE
SUPER MOTOCROSS (SEG

**NEO-GEO** FIGHTING: KING OF FIGHTERS '94 SAMURAI SHODOWN 2

**ACTION:** TOP HUNTER **SPINMASTER** 

HANDHELDS:



BATTLETOADS REN & STIMPY QUEST FOR THE SHAVEN YAK COOL SPOT STREETS OF RAGE 2 ALADDIN

NBA JAM THE INCREDIBLE HULK SONIC TRIPLE TROUBLE

FIGHTING: SAMURAI SHODOWN VIEWPOINT RATINGS: TAKAHARA 80% 89%

NYR NYR NYR 92% 90% 95%

NYR 85% 90% 80% 98% 98%

NYR 99% 98% 99% NYR NYR NYR

90% 89% 89% 80% 80% 80%

HANDS ON HARRY RECOMMENDS: NINTENDO GAMEBOY

> ACTION: **BATMAN THE ANIMATED SERIES BONK'S REVENGE** CONTRA DONKEY KONG LAND

KID ICARUS LGND OF ZELDA: LINK'S AWAKENING MEGA MAN 5 **METROID 2** 

**NBA JAM** SUPER MARIO LAND (1&2) TAZMANIA **WARIO LAND-SUPER MARIO LAND 3** 

FIGHTING: SAMURAI SHODOWN

JUNGLE BOOK



#### The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

The fate of Earth is in your hands.



























SEGA CD





















## 1994 GAMEFAN SPORTS BUYER'S GUIDE

## OOTBALL

GENESIS:

NEL '95 (SEGA SPORTS)-GE SPORTS RATING: 9

MADDEN NFL '95 (EA SPORTS)-GF SPORTS RATING: 93% SNES:

TROY AIKMAN NEL FOOTBALL (WILLIAMS)-GF SPORTS RATING: 84% MADDEN NEL '95 (EA SPORTS)-GE SPORTS RATING: 7

JOHN MADDEN FOOTBALL (EA SPORTS)-WAS NOT RATED

JAGUAR:

TROY AIKMAN NFL FOOTBALL (WILLIAMS)-NOT YET RATED

GENESIS:

WORLD SERIES BASEBALL (SEGA SPORTS)-GF SPORTS RATING: 96% LA RUSSA BASEBALL '95 (EA SPORTS)-GF SPORTS RATING: 9

SNES: TECMO SUPER BASEBALL (TECMO)-GF SPORTS RATING: 93%

MLBPA BASEBALL (EA SPORTS)-GF SPORTS RATING: 86 KEN GRIFFEY, JR. BASEBALL (NINTENDO)-GF SPORTS RATING: 84%

ASKETBALL

GENESIS:

NBA ACTION (SEGA SPORTS)-WAS NOT RATED

NBA LIVE '95 (EA SPORTS)-GF SPORTS RATING: 88%

NBA LIVE '95 (EA SPORTS)-GF SPORTS RATING: 98

GENESIS:

NHL '95 (EA SPORTS)-GF SPORTS RATING: 98%

SNES: NHL '95 (EA SPORTS)-NOT YET RATED

SOCCER

FIFA INTERNATIONAL SOCCER '95 (EA SPORTS)-GF SPORTS RATING: 98% SNES:

FIFA INTERNATIONAL SOCCER (EA SPORTS)-GF SPORTS RATING: 94%

FIFA INTERNATIONAL SOCCER (EA SPORTS)-GF SPORTS RATING: 98

GOLF

GENESIS:

PGA TOUR 3 (EA SPORTS)-GF SPORTS RATING: 92

PEBBLE BEACH GOLF (SEGA SPORTS)-GF SPORTS RATING: 91% SNES:

PEBBLE BEACH GOLF (T&E SOFT)-WAS NOT RATED

PEBBLE BEACH GOLF (PANASONIC)-GF SPORTS RATING: 9 WAIALAE COUNTRY CLUB (PANASONIC)-GF SPORTS RATING: 94% 16 Megs of Awesome Power... 3 Dimensional Polygon Graphics... Powerful Sound Thack...





Bring it home to your Sega ™ Genesis™



ULTIMATE ARCADE ACTION

# VIEWPOINT

An Arcade hit on the Neo Geo System!

# GENESIS"

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# It's like Game Boy on steroids.

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Imagine this. You're playing all your favorite Game Boy® games on a giant 26-inch screen. And everything's in color--

colors you've chosen yourself.

And even though





Game Boy games, you're playing them through your Super NES®.

> You're thinking, whoa, these Metroid hatchlings just quadrupled in size and they're purple! Is this really happening?

> > Yup. It's Super

Game Boy®. And you don't have to be a super genius to

figure it out. Just put your

favorite Game Boy game into the Super Game Boy accessory, stick the Super

Game Boy into your Super NES



The most

excitement your TV has had since it got cable.

So now you've got a whole

new game library for your Super NES for about the price of a single Super NES game! And it's all so huge and in color. What could be cooler?

> Uhhh... nothing. Super Game Boy is pretty much the coolest thing ever. So get one. And while you're there, pick up new Donkey

Kong™, the first Game Boy game to take full advantage of the amazing and mystical powers of Super

> Game Boy. But don't make

Mario yellow. We heard he hates that.

















This title carries the same exact style as seen in the first adventure, with a few added extras such as a DSP chip for extremely speedy gameplay, a few polygons, and bigger and meaner bosses. If you thought the first game was tough, let's just say you're in for quite a bit more. No more hiding in the top corner of the screen to pick the bad guys off this time around! What about the megs? Well, I'm gettin' to 'em. Although this title is 12-Megs, just like its predecessor, you've got the added DSP which accounts for the longer stages, more scrolls and even massive mid-level bosses to bring a smille to your face and blisters to your thumbs.

Megaman X2 still displays his sleek look, charging X-Buster and Power Dash. My only gripe was the fact that Rush the dog was nowhere to be found... OK guys, maybe next time. In my opinion, however.

this should have been the first Megaman game on the should have been the first Megaman game on the the first "X" did. Capcom keeps the quality set on "high" here, with incredible graphics and music. Mega Man has such a universal appeals. Inthis character

doesn't tire easily. So, keep pumpin' 'em out, guys, I'll be waiting... - Snarf

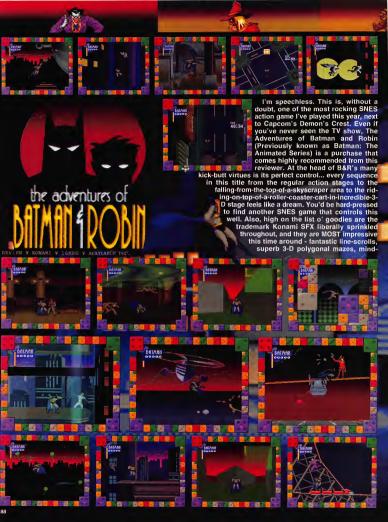


















The Uncanny X-Men... surely the most popular cartoon on TV today, to say nothing of the comic. Who else would have bought the license but Capcom? Capcom has chosen this, a 16-Meg Ninja Warriors/Final Fight combination as their first X-Men game. The first thing you'll notice about X-Men: Mutant Apocalypse is the fact that you've got FIVE selectable characters - Cyclops, Wolverine, Psylocke, Gambit, and Beast. Each character has his or her mutant abilities that are accomplished with SF2 controller movements. For example, Wolverine can do a Shoryuken-like uppercut the same way Ryu does his, and a fireball motion will fire Cyclops' death ray. Each character has his own stage, similar to Mega Man, and after finishing all

















tossed in for good measure. Your main character has several guns at his disposal. as well as an extensive arsenal of funky-fresh tranquilizers and homing lasers... those

Velociraptors don't go down easy! This title also features



several maze-oriented stages inside huge industrial warehouses and dense jungles.

JP2's background art and animation is superb, with insane amounts of splashy colour and tons 'n' tons of quality parallax. You'll also find umpteen fantastic visual effects, like cool transparent mist, digitized machinery, and dinosaurs straight out of the film. The music for the game is also high-quality, with numerous Aficanesque jungly beats with keen exotic overtones. Jurassic Park 2's sound effects are awesome, too...

the intro is completely narrated and the dinosaur's wails o' triumph and pain are excellent.

All in all, Jurassic Park 2: The Chaos Continues is a fantabulous SNES platformer, and a boon if you're an Alien3 or Contra (not to mention Jurassic) fan. Check out JP2 this Christmas for a packed-wit'-fun platforming















































Do any of you remember Sonic Blast Man? Me neither, really, except that cheesy punchmeter arcade game. He's back, I guess, to combat the terrible fiend Yafu who's terrorizing poor earth people everywhere. This time around, our hero is joined by two powerful buddies, Sonia and Captain Pur... er, Choyear. Sonia resembles a female Sonic Blast Man, and her main power is the mastery of fire. She's the fastest of the three warriors. Captain Choyear is a burly dude with massive lightning-charged armor - he's the slowest. Each character has a massive variety of moves in this 12m Final Fight clone, and the superheroes even have two attack buttons of different strengths making this cart feel that







much more like a fighting game. SBM2 is a rather run-of-the-mill side-scroll smack-fest, with the expected repeating backgrounds, lame jumpy-80's tunes and maddeningly repetitive gameplay but the extensive, SF2 feel, almost saves this game and the three totally different characters don't hurt either. If you were a fan of the first one, although I don't expect there ARE many, this game's for you, and if you like Final Fight clones this one is truly among the best of them... but it suffers from what they're all afflicted with,





















































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Anual I his is truly the first time tre ever amirted the fact that there are TOO MANY FIGHTING GAMES. My previous philosophy was "Siring 'em on! More fighting games don't hurt!!" but 'ive revamped my policies since the recent flood of bat fighters, in the arcade and home. I only want REAL-LY good and/or original fighters like Dark Stalkers, Samural II, etc..., and Power Instinct fits into this batch. An excellent translation of last year's arcade sleeper, PI is rather unique. Your characters can double jump, and doing so lets you travel throughout a MASSIXE Playing area, not to mention the fact

out a MASSIVE playing area, not to mention the fact that the right-and-left size of the battle arenas are nearly double that of other games of this genre. PI lets you assume control of eight different characters, and each brawler has about four special moves each. One character, Clane Coketsuli, can transform into a completely different character, so you could say you can control nine! PI isn't a "serious" fighter. Imagine it as a cross between the humor of Clayfighters and the seriousness of SF2. For instance, some characters toss flaming hearts or even their DENTURES at you! The music is appropriately bonkers as well, and there's plenty of voice to go around. Power Instinct seems to be shaping up into one of this year's best arcade translations. Had you ever even HEARD of Atlus a year ago? Me neither! This company is slowly gaining on my "best soft houses" list with Instinct, the upcoming arcade sequel, and their newest Genesis acquisition. Look for more on PI in a future issue of GF... and just wait until you see what Atlus is cookin' up for Segal. - Nick Rox











### GRANDPRIX1

### GOOD FIGHT! DIEHARD



Atlus now has more asphalt scorching action coming for SNES gamers with the release of GP2, the sequel to last year's critically, acclaimed motorcycle racing game. Featuring:

more realistic, digitized characters, challenging circuit racing, and even faster action, courtesy of the on-board DSP chip. GP 2 looks and plays extremely well and is shaping up to be one of the better SNES racers this year ... more to come next month. - Talko











# Everything you wanted to know about MADONNA

in full color multi-media interactive video but were afraid to ask.

#### Trivial Pursuit®



We did more than just ask questions, we used pictures. Movie clips. TV footage. Exciting sports moments. And voice recordings. It's all on Trivial Pursuit" Sega-CD", PCor MAC CD-ROM.



There are thousands of amazing multi-media questions and answers about just about everything. So go ahead. Sneak a peek at Trivial Pursuit on CD-ROM. There's nothing to be afraid of.





Pursue these other great video games from Parker Brothers too

THINK FURSH Is a mythred traderack of and O Ham Abdul Lift QUE is a mydered traderack of and O Vinderightm Quees (18 FEX and MYSIPPOV).
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HITE KNUCKLE RED FLAME ORANGE EARTHQUAKE PURPLE REBOUND GOLD HOMING



BLACK IRON









Remember Nintendo's "Track and Field" on 8-bit? Konami does. Get ready to whack those buttons kiddies, as Konami presents Wacky Sports Challenge, a new Tiny Toons adventure. In this mutti-event "sports" contest, you throw flying saucers, race for chicken, ski, weight lift and run the obstacle course, among other things. The graphics are colorful, with bouncy-type music and there is a great sense of humor in the game that will really appeal to the 8-10 year old set. The game is fairly simple to get into and the learning curve is short, so the little ones should enjoy this game come the holidays.

















# NOW RISK comes with live AMMO.



Shoot cannons instead of dice. And conquer your opponents or up to 5 computer enemies with intense sound effects, music and action. Push a button to set up for classic areach. Or blast



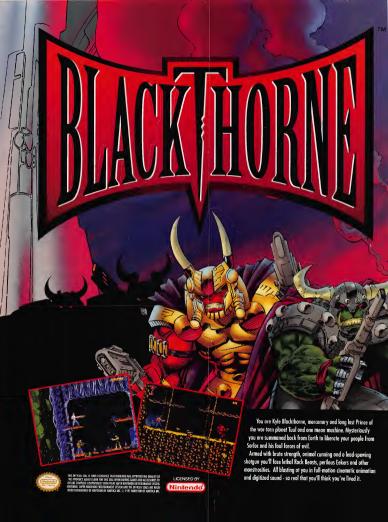
your way through the arcade version. So play the classic game of world conquest or Risk Sega" Genesis" And see the word "charge" take on a whole new meaning.

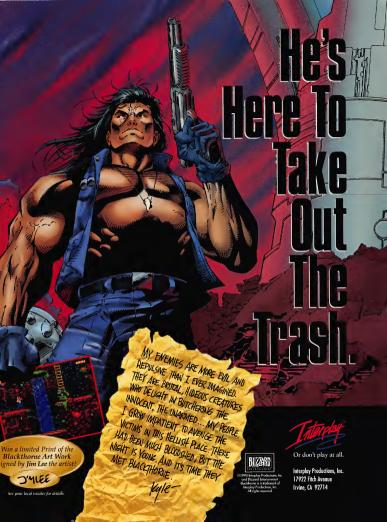






et a charge out of these other Parket Brothers Video Games to









The most popular member of the X-men team has finally spawned his own game. Wolverine claws his way on to the SNES with above average animation and a wide variety of trademark moves. The action is a mixture

of arcade fighting and challenging platforming. Our hero comes equipped with his infamous claws, which give him the ability to climb and grapple, this along with a vast array of punches and kicks gives Wolverine an almost lifelike flow. The control however, will take some getting use to. There's always a catch! The levels in Wolverine are cavernous and give the game a nice comic book feel. The game is drawn well and should meet the approval of the Marvel following. Wolverine's enemies, range from robots, to flying sentries, and of course your favorite comic villains like Destroyer Program, Tri-Fusion, Lady Deathstrike, Geist, Bloodscream, Cyber, Black Queen, Shinobi Shaw, and Fugue make their presence known throughout the game, as the story unfolds in pure comic book style. Acclaim has done some nice work with their comic book line, and Wolverine is a nice addition. It will be interesting to see what their move to 32-bit will bring. "Snarf".















#### SOME RACING



GAMES ARE MORE



IN YOUR FACE



THAN OTHERS.



COMING THIS NOVEMBER FOR THE SUPER NES\*.















Acclaim's second foray into the one on one fighting arena, Rise of the Robots, will soon make its debut on the Super NES. Coming of its success as a best selling PC title, Rise of the Robots clocks in at a whopping 32-megs. ROTR's main features are its impressive Ray-traced graphics and realistic mini-movies for each combatant. The story revolves around a super corporation and developer of the most advanced

robots designed to manage the daily aspects of every day life on a high-tech civilization. Until one day a computer virus infects the main self-awareness program, eventually shutting down the plant and reprogramming the security droids to become, well, lets just say, a bit grumpy. Your job is to put a stop to these renegade droids and eventually work your way up to the main machine. Standard equipment includes the usual one on one vs. mode, and tournament mode, but ROTR also sports a story mode, this is where you'll get to view the some of the amazing animation. In the story mode, you must acquire your special moves by crushing opponents. Your enemies will range from life-like robots to four legged service droids. The look and feel to this game is unique, and that doesn't come often. However, the action moves guite slow as the lumbering droids try to make a game of it. You definitely pay a price for these graphics (I.E., don't expect SF2, Combo's are not standard issue). If you shop for graphics shop for Rise of the Robots, but if precision control is your game, there are better fighters available. - Snarf























### JURASSIC PARES UNDER NEW MANAGEMENT



T. Rex is back—along with a dinoseur population that actually multiplies while you play!



The devious BioSyn Corp. has come to snag Dr. Hammand's cloning research — and they'll stop at nothing to get it!



Januaris Park SM S. C. 1992 Universal Cary Statics, Inc. & Andrike Enterstainment, Inc. Mill rights conserved. Liammed by MCA, Districted Manufacealising Inc. Comm. Programs (1994) General Amerika, Onco in a suphistical brillowink of Ozoma Schlawes (M. Millerink, Septe Markanish Laternalisment System, Gener Key and Sta Olifold Stade was registered berkenering of Materials of What'dya think, they'd just die off?

WRONG. This time the dinosaurs own the park. And there are tons of them — literally. Including those too nasty for the big screen.

And guess who gets to go in and play
Mr. Ice Age...We'll give you the weapons,
you do the rest.

Oh, and one more thing: It's been a year since "the attractions" have had a really good meal.

Enjoy your visit!



PART 2: THE CHAOS CONTINUES

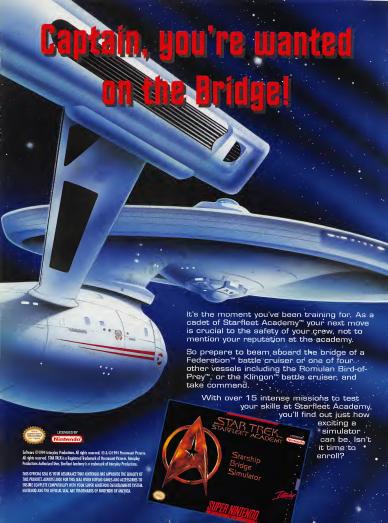
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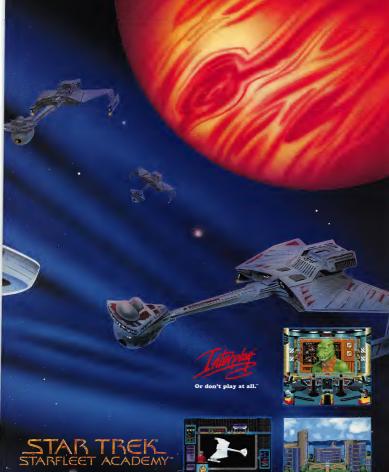




PER NINTENNA (

GAME BOY





Starship Bridge Simulator









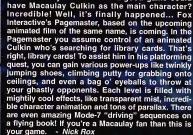


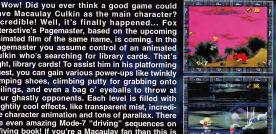










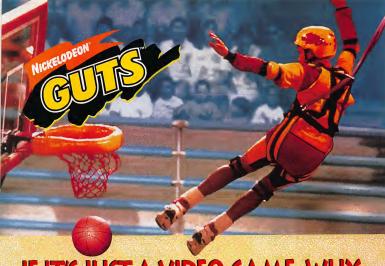












### IF IT'S JUST A VIDEO GAME, WHY ARE YOU SO OUT OF BREATH?



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For 1 or 2 players

Nickelodeon GUTS-DO YOU HAVE IT?™



### FACE YOUR DESTINY.



This time it's going to take Luke, Chewie, Solo, Wicket and Leia to crush the Empire-once and for all

Mode 7 graphics will have you bug-eyed and screaming for more-all the

way to the Death Starl

Jabba's Palace, rancor's pit, the Emperor's Tower, even the forest of Endorl



from Jabba the Hutt to the

Emperor himself,

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### RETURNEEEDI

THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

THIS TIME...THERE WON'T BE A NEXT TIME.

What you are about to experience will either destroy you—or make you a hero.

Vader, Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Mode 7 graphics...
Your worst nightmare brought to life in a massive, 16-meg galaxy fan, far away.

But don't panic, young Jedi. You get to play five different Star Wars characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side.

Training is over. Prepare to face your destiny!



The only difference is the lorge popcom and sodo. (But you wouldn't have time to enjoy them anyway!)



He moy look cuddly, but give him o bow and Wicket con skewer stormtroopers with the best of them.











Every time I have the extreme pleasure of reviewing or previewing a Konami game, I'll always say "Konami rocks." This time I won't, though... I'm sure you know that by now. Anyway, Animaniacs is an unsurpassed action title that's heavily reminiscent of Gambare Goomon / Mystical Ninja. The action is set up in almost the exact same way, but this time around you have several new features... First, the playing area is much larger than that of Goomon, but the game's biggest hook is that your playing THREE characters at once! Not in a Secret of Mana style either... you're controlling 'em! The characters - and that's Yakko, Wakko and Dot - aren't really unique, as they are in the equally fantastic Genesis version of the game, as they all basically do the same thing. The coolest thing

they all basically do the same thing. The coolest thing about the SNES version, though, is the "short stack." With this technique the three characters stack up, allowing you to proceed to higher ground. And if one or even two characters die... you ain't reachin' that platform! Every feature, graphic and sound of this game are quite near perfection... the music tracks are perfect renditions of their TV counterparts, the enemies and backgrounds are true Konami hilarity, and the control is

pure Joy. Animaniacs is a highly recommended buy for any action gamer and a must-buy for Animaniacs fans.











### ARE YOU UP TO WEARING THE HAT?

# INDIANA JONES!

RAIDERS LÖST ARK

Just because you can name all the bad guys from the Indiana Jones trilogy doesn't mean you've carned the right, to wear his hat.

If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the most dangerous points on the globe in search of lost treasures, Just like Indy did ou the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!



It wouldn't be indy without Mode 7 graphics... Whoa, I Jones, look out for those



You'll need your Indy ingenuity to survive the likes of Rene Bolloq. Colonel Vogel and all those booby traps.



Raiders Of The Lost Ark, The Temple of Doom, The Last Crusade... Three adventures. All you!





Super Pinball. It's got thumper bumpers, drop targets, and an outhole. (Pardon our language.)



TRY YOUR HAND AT REACKREADD AND IDONNER (RING!

wie know, we now. To get cool inball features

like multiballs and

PINBATT outhole (whoops, we did it

JOLLY JOKER

again), you gotta go to arcade. But sometimes arcades have long lines and you just Wanna hang at the ol' homestead. So what's a pinball addict to do a GIVE THE (DINK!)

Super Pinball, man. Fire up an arcade like mega p-ball experience in the comfort of your own living room. So now you can play naked if you want.

Plus you'll get 3 different scary-weird machines on one little cartridge. And you can play up to 4 players. Gosh, sn't technology wonderful?

> So 9e & those flippers ready. And make sure you 90 \* a Super NES. 'Cuz if you want to play pinball this real somewhere else, you're gonna need a butt-load of quarters.

d probably have to wear clothes.

OR TRY (BONKI) THE WIZARD FOR A SPELL

Talk about lame.







# RIFE

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Primal power, Ancient wisdom, Game Jek unleasines tournament beasts of the marrial arts in cinema-style, full-screen animation. Focus strength, franscend yeakness, Jam With the wild things, Get your paws on this cool new game, It's so cool, it's Brutal.





**GAMETEK** 





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## GAMEFAN 32

### SEGA'S 32X REVEALED!

SUPER SPACE HARRIER STAR WARS ARCADE SUPER MOTOCROSS COSMIC CARNAGE VIRTUA DELUXE AND DOOM!

### **SATURN PREVIEWS:**

VIRTUA FIGHTERS PANZER DRAGOON CLOCKWORK KNIGHT

### FIRST LOOK!

SONY'S PHILOSOMA For PS-X!

### **3DO ZONE:**

NOVASTORM OFF WORLD-INTERCEPTOR AND MORE...

#### JAGUAR'S DOMAIN: CHECKERED FLAG

IRON SOLDIER
CLUB DRIVE
KASUMI NINJA
ULTRA VORTEX
BUBSY &
DOOM!

### **GF32 EXCLUSIVE:**

SUPER STREET FIGHTER 2 TURBO THE ULTIMATE FIGHTER COMES HOME TO THE 3DQ!











000M is without a doubt, the SF2 of 3D adventure games. The roll started on PC, is currently reaping havoc on the Jag and 32X, and is on its way to the Ultra 64, and Sony PSX. So far, every version has been a little different and ID Software is burning the midnight oil working on several sequels. Why is 000M so big? Because 000M is, simply put, the most entertaining slaughter fest to ever grace a screen. It has secret hidden places to find, a wide range of obtainable weaponry, the atmosphere is dark and gloomy and constantly

changes, and you can literally blow the heads off mongoloids all day. What could be better than that? Games that offer an escape from reality of this magnitude give me goose bumps. After

a long day at the office, I enjoy nothing more.

What makes me even happier is that I'm playing DOOM with my Sega six button, and not a clunky keyboard or PC controller. I purposely never played DOOM until now, vowing that I would not, until

pusery never playeu gover unto wow, vowing mat i woud not, unit it appeared on a real 'game' platform. The 32X offers a great game of DOOM, especially when you con-sider the price. A PC equipped to play this game will cost you a cou-ple thousand dollars (at least) while the 32X is a mere 169.99. The only apparent difference is that the 32X version is not full screen. However, the























# V.R. Virtua Racing DELUXE

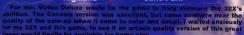












I'm happy to report that when I plugged VR DLX in to my 32X I was thoroughly impressed. I would have been happy with such a close rendition of the arcade game alone, but with VR DLX you get so much more. There are two new tracks in VR DLX and they are both as impressive as











the originals, if not more so. The Highland track is especially spectacular, with monstrous buildings at track side and a tunnel that you pass over and under. The Sand Park track features huge hilly terrain, an awesome tunnel, and a fork in the road divided by a huge mountain that sports a texture mapped Sega Sports logo. The color in VR DLX is equally impressive. It's hard to tell you're not playing the real thing.

There are two new cars to choose from as well, including a sprint car and a stock car. The sprint has a lightning fast top speed but is a chore to control, while the stock is slow-































er [but fast enough to wini] and handles like a dream. You can let the rear end drift to the point of a spin and pull it right back in. This car is so fun to drive, I now prefer this version over the coin-op. In the music Department, VR DLX scores equally high scores with deep rich arcade style tunes and perfect sound effects and voice. VR DLX is everything Vd hoped for and more, and has proven to this reviewer that the 32X is capable of great things. —E Storm



















**BAY BRIDGE TUNNEL VISION!** 



























THE SAND PARK HAIRPIN

















































Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire. During the battle, Rebel spies managed to steal secret plans to the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet.

Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, custodian of the stolen plans that can save her

people and restore treaton to the galaxy... that's what it say's in the instruction booklet. So, I guess we're lying tala in this one.

Star Wars appeared in timer areades just recently, and now it times a second home on the new 32X. The 32X game is amazingly close to the areade very special 32X mode with low exclaim "on yes!" But then, once the game starts, may exclaim "on hor! When you lirst plug Star Wars in, during the intro, you'll hear a pertect rendition of the Star Wars in, during the intro, you'll hear a pertect rendition of the Star Wars in you get phenom sampled ettects but the music







grunts along Taz style, Honestly, I was so busy shooting, didn't really notice the music that much anyway, Keep in mind these games were made ready in a record five monited in tact, can yeu remember any system that went from concept in retail shelves so tast? Sega has done a remarkable job with the 32X. I'm sure the second wave of games will have rockin' tunes like VR Deluxe and Cosmic Carnege.

The CD based 32X games will ot course have pertect audio.
Now, on to the game, Let une begin by
saying the 32X scates huge polygons pertectly at high
speeds, and the color

palette is vast.
Once you get
over the initial shock of
watching
your Genesis
do tricks you
n e v e r
dreamed ot,
you better



























H-SCORE 10000 PILOT 9000 start shootin' cause there's a ton of TIE Fighters on your butt and you've only got a limited amount of time to hunt them down and blast 'em!

in each mission, it's your job to eliminate a set number of TIE Fighters (and ground targets in levels four and beyond) in a limited amount of time. This is, really lun, especially in the behind the ship yiew. The fact that it is timed, took away a little of my excitement. I wanted to stay in each stage longer just to check out cool stuff,

Twantee to stay in each stage topper just to che like the huge Star Destroyers that you can approach and fly all around. When you finally do make it to the impressive Death Star level, get ready for mass hysteria, it's HARDI But once you've wired negotiating the trenches on the Death Star. It is just one only it makes Star For Joak just so cool. It makes Star Fox look like 8-bit Zaxxon. If you want to experience a sampling of the 32X's power and you like 3D shooting, Leia is waiting. I just wish she'd take those cinnamon rolls off the side of her head.

-E Storm

The initial 32X line up has a lof fo offer. In the fighting genre Cosmic Carnage marks the first in what will hopefully be a long line of quality fighters. The game fakes place after a collision in space. There is only one transport leff off the wreckage, so only the sole survivor will

make his way fo treedom. The momenf you plug CC in to the 32X, you know you are playing a quality game. Check that techno soundtrack, it's a mixture of samples and Sega sounds, and (for a cart) it's very cool. The game Itself is a unique blend of MK, SF2, Art of Fighting, Cyborg Justice, and Mazin Saga. From MK we get the blood, from SF2,

Fighting, Cyborg Justice, and Mazin Saga. From MK we get the blood, from \$12, many of the moves, from Mazin Saga, the huge characters and brilliant multi-flood-led character and brilliant multi-flood-led character and body changes. When assembled, these ingredients ad up to a very interesting and definifely unique flighting experience. Depending on the armor that you choose, the moves change. For instance, thick upper body gear may negate your fixeful move but will provide more punching power and better detense. Picking your character in this game is half the tun. When you do a roundhouse punch or kick, arms and legs (for flose who have them) scale outward, the two \$12 processors at work! When the dust has settled, I think you'll be very satisfied with this game. For a first effort if is quite good. While if doesn't ofter the depth of \$52 it is an entertaining and above all, great looking lighter. — £ Storm

























































































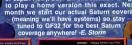


SATURN AM2 CD 1-2 PLYR. PREVIEW



Here it is, grabbed off of a super high quality Hi-8 tape we received from ace overseas correspondent Yagi-san, it's the final version of Virtua Fighters for the Sega Saturn. I haven't played it yet (three more weeks, three more weeks) but judging from the video... It is FASTI The music and effects are perfect, and the animation is as smooth as the arcade. Although Virtua is totally awesome, it is the first game and I've already seen other games on the system that blow me away much

more (see Up to the Minute, Saturn Preview, or Japan Now). But I am still stoked that I get to play a home version this exact. Next month we start our actual Saturn coverage (meaning we'll have systems) so stay tuned to GF32 for the best Saturn



























### **GF32 SATURN PREVIEWS**

Well, the time has come. By the time you read this, the Sega Saturn will be out in Japan. After viewing the most recent video tapes from Japan, I have to say that so far the Saturn regardless of the specs has the best games I have seen so far. Clockwork Knight especially blew me away. This game does things that are hard to describe. It is SO 3D! Virtua Fighters is moving insanely fast and smooth, and Panzer Dragoon is hands down the coolest and most innovative shooter that I have ever seen. Before the close of '94, the action, role playing, adventure, fighting, and shooting categories will all be represented. And '95 is packed with exciting releases in every category. Next month, we'll have the real thing, so stay tuned to GF32 for the best Saturn coverage anywhere!

CLOCKWORK KNIGHT SEGA DECEMBER 9TH

























This amazing boss scales in as a jet, transforms in to a robot, does battle, then changes back to a jet and flies into, and then around and behind the table, zooming in for another battle! Everything you see on screen, scales!

PANZER DRAGOON SEGA JANUARY '95







In Panzer Dragoon, you must defend yourself by shooting beside, behind and in front of your mighty dragon. Aiming is done with a unique crosshair that follows your dragons animations. The scaling in Panzer Dragoon is amazing!

















## GF32 32X PREVIEW

By the time you read this, you should be able to run out and buy a 32X at your local game store. Besides the six initial titles, Doom, VR Deluxe, Super MX, Cosmic Carnage, Star Wars, and Space Harrier (the most for any new system at launch), Sega and their thirty parties have much more in store in the months to come. Besides the games pictured here, Sonic Chaolic, Dracula X, BC Racers, Soulstar, Alter Burner, Metal Head, Stellar Assault, Tempo, Corpse Killer, Supreme Warrior, Slam City, Battle Corps, Tee Off, and Batman Forever are all planned for '95.

#### SUPER SPACE HARRIER SEGA DECEMBER













It's the ultimate flash from the past! We've played it in the arcades and on the Genesis, and now we get to experience the ultimate Space Harrier on the new 22X! This version features hardware scaling, upgraded audio, and huge sprites. Super Space Harrier should be available soon after the 22X's launch this November.











Angus MacGreggor shows Thundra there's more than one legendary monster in Scotland.



Danja didn't just leave her heart in an Francisco. Thanks to the nimble Thundra, she left a few pints of blood, too.



Apparently, the West was won with a parbroiling fireball. But wait till you see what Pakawa has up his sleeve.



So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?







It's a jungle in there. Good thing Danja has the street-brawling skills needed to fight her way out.



The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



Senzo feels at home in his 3D texturemapped shrine. And his morning routine consists of blood aerobios.

## HELP, I'VE BEEN MEMBERED

AND I CAN'+ GE+ UP.

















Buzzsaw

DREADLOCK

**OLCANA** 



















you who have played or seen the original PC version of this game will keep saying to yourselves; "I got the Jag for 250 bucks...l can't believe it, I can't believe it!" BELIEVE IT! Doom on the Jaguar is an incredible 3D experience, one of the most addictive single player, and the best multi-player games of all time. The developers have even managed to include levels not seen in the PC game and wall and floor textures that were not used in the original. In addition, the graphics are even more gory-all of this while still managing to give the game a frame rate and playing speed (full screen!) equal to running the game on a \$3,000 Pentium

surfounding this regendary game, Boom is a straight and the shooter that drops you at the doors of Hell and dares you defeat Satan's minions-armed with only a single fire pistol.

All is not lost, however. As you begin ventilating a few bodies, more powerful weapons become available to you; including a shotgun, Gattling gun and culminating in the granddaddy of them all...the BFG 9000 (two hints; "B" stands for "Big" and "G" stands for "Gun"...any questions?). But it gets better...you can play a two player game by linking (remember the ComLynx?) two Jag's

rock for the last year and may have missed all of the hoopla

surrounding this legendary game, Doom is a straight ahead































game the way it





























# FRACTURED FURRY TAILS

So far in '94, Bubsy the Bobcat has suffered through two horrible games. One on the SNES, and one on the Genesis. The poor little kitty that was once so popular has fallen from grace. Can the Jag help bring him back? I sure hope so. I like Bubsy. 'Bubsy in Fractured Furry Tales' is not finished yet but I just had to get a hold of it to see what was up. Thankfully, the game is being designed similar to part one, with lots of platforming and huge levels. At this time however, the enemies animate poorly in com-

































parison to Bubsy and the bosses are flat and don't match the graphic quality of the rest of the game. Of course, it is not finished so hopefully, this stuff is place holder and will change. If it does, I think we may have a real winner on our hands.





we may have a real winner on our hands. While the game doesn't sport any special effects, or multi jointed mega sprites, it does have deep rich color, well designed levels and very good music. I don't understand why the designers aren't using the Jag hardware for effects like huge animated bosses and 3D effects, that have become common-place on the 16-bit Genesis, but I'll let it slide if Bubsy turns out to be a straightforward quality platformer. Why? Because that's my kind of game and the Jag doesn't have one.

200 September 1997





-Mr. Goo





đan Bobay Redeem nimases on the dag, or is it back to poshing kittyy effiter?





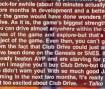


































# now there's a place



WHO BETTER TO GREET YOU ON THE SHORES OF HELL THAN HORNED PINK DEMONS? GOOD THING YOU PLANT OF THE PROPERTY OF THE YOU



NOTHING CLEARS A ROOM OF IMPS



BARONS OF HELL--YOU CAN'T LIVE WITH BM YOU CAN'T KILL BM WITH ANYTHIN

# mow there's a place MORE VIOLENT than earth.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. # FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS PRIMED TO TAKE YOU OUT. 4 DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE ■ WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER SO SET YOUR COURSE, PACK YOUR KILLER INSTINCT, AND GO TO HELL.



INTERACTIVE MULTIMEDIA SYSTE







ff you don't like the city you're in, use your rocket launcher to evel it.

## WAR IS HELL unless you're in a 40-ft, robot with a rocket launcher (then it's kinda cool)



Gauntlet helicopters with a couple rounds from vour 75mm assault ritte



hate war You spend



damage begin

When you weigh 40 tons, one foot stomo can turn a





mech on patrol, If you don't look out, he'll rec a few of your

thing about cityscapes and texture skyscrapers is watching a grenade

> scenery may change, but you objective won't. Destroy the



ATARI IGMEG AVAILABLE DECEMBER PREVIEW



At press time (about a month ago) Iron soldier was about 95% complete, so I'm hoping you're playing it right now. If you are, isn't it hard? Had enough helicopters and tanks yet? Yes, it is quite a challenge but one well worth diving into! Most of the enemies are nicely texture mapped and the polygons are as smooth as a baby's butt! The humongous robot also controls very well and can pack enough firepower to straighten Don King's hair. Well, almost. Once the Al (artificial intelligence) in Iron Soldier is complete, this should be one of the best Jag games to date. The graphics in IS are drawn very well, the animation is ultra smooth, and some of the weapons are just plain lethal. It's fun to blow up a few buildings now and then, ya know? And how about those explosions, KACHUNK!! There are 16 missions in IS and each one is different, so the play time on this cart is going to be nice and long. My advice is to grab this one as soon as it comes out. I'll be back with a review next month. - E Storm







With all these options, you not only play the game, you help design it.

# SOUPED-UP CARS.



Normally, when you see sparks comir from your TV, you need a new one.



With speeds up to 200 m.p.h., it won't ake long to burn through this tunnel.



You would think the crisp 3D graphic would help you make better turns.



Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it

PENGUINS AND A BLIMP?

And ten tracks. And

your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaquar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics.

Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.



























throw you off at first but you'll catch on to the control faster than you think, Problem is, once you catch on, it's still too jerky to really let go and have fun. I was all over the track for about five minutes, after that, I was only periodically mashing in to walls. It's just the way this game is... you hit stuff... a lot. Just remember, when you're cornering. the position the car is in when you release it, is the direction it is going to go. There is NO over steer. The control is touchy, very touchy.

What I do like about Checkered Flag is the smoothness of the huge polygons and track side attractions, the beautiful locales (there are ten tracks), and the great sic. It's nice to hear an Atari game with good tunes, it gives me hope. In the past 🖫 Atari has not emphasized music that much, but the Jag has great audio capabilities, and It's nice to hear them at work. You can choose to play a singles page, free practice, or enter a tournament. As in the Lynx name you can set the drones. Five is the maximum droneage, which is a bit scarce, but believe me, those five will taunt you throughout each race. You can view your car from six vantage points during the race, I found views 4 and 5 the hest.

















































After a year of walting, Kasumi Ninja is on so close to being done. What you are seeing here is a 95% complete version. If you like it bloody, KN will bring a devious smile to your face. Almost every kick and punch, no matter where it lands, draws a shower. All the while the energy bars are oozing the red stuff while you play. How exciting. Unfortunately that is about all this game does well... bleed. The characters are almost laughably funny, (especially the guy that lifts his kilt and shoots a fireball out of

his ??) are devoid of animation, and lack any exiting moves at all. I beat the game my first time by jumping and kicking. I searched and searched for moves (the lame ones I saw the computer using) but could not find even one. Of course I had no instructions, but the usual SF2 or MK motions usually produce something. At this stage of development, I don't know how much better Kasumi can get, but for the sake of those who have waited patiently for it, I hope Atari pulls off a miracle. — Takahara

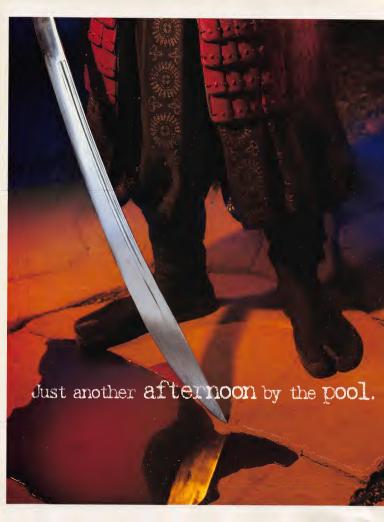












Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. Samurai Shodown™ on the 3DO brings home all the bad-assness of the arcade original. Sure. We could have softened the carnage-intensive graphics. But we didn't. And sure, we could have left out the brutal, bone-shattering game-play. But that'd SUCK. And yeah, we suppose we could've even caved in and lost some of that freakin' arterial spray. But hey. We broke a few rules. So sue us! And hack to your little heart's content. But be careful. With 32-bits, you could poke an eye out. If you're lucky.



Choose from 12 lethal choosens to kick your friends' butts with: from the deproved Genen Shironut to heroic Honzo Hattari and Jubei Yagyu. Sweales, every single one of 'em.



Combot close-ups with special, potented zoom comero. Wide angles for planning your cuts (chaps, roast, cutlets). Tight angles for precision strikes and deadly stunt moves.



Decimate and annihilate your apparents with those special moves — like Kyashira's Kabuki Crunch Dance and Genon's Sloughter House Tumble. It's pure poetry. Pure butchery.

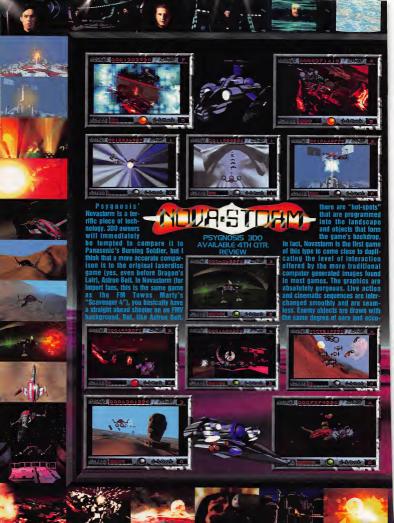




























# VFF-WURLU TERCEPTOR It's a known fact, Crystal Dynamics

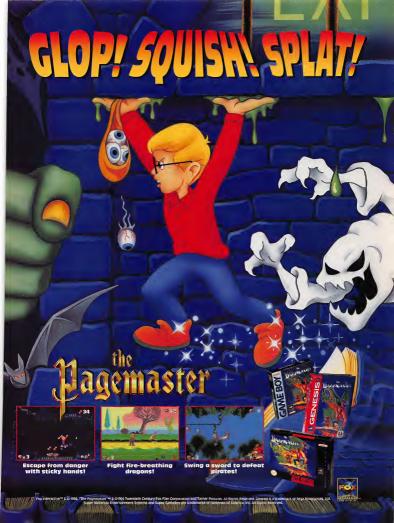
It's a known fact, Crystal Dynamics makes great 3DO games. In fact, many credit Crystal with single handedly saving the machine, back when it was fledgling. It is also a fact that Babe Ruth did not hit a proverse half a contract of the co

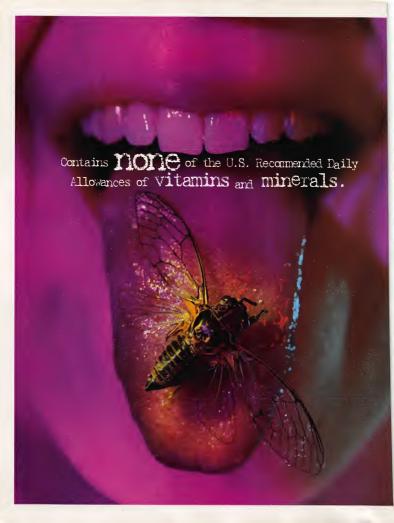


Incet that Babe Puth did not hit a home run every time at bai, in other words, being good ores and always guarantee success. Off World Interceptor isn't a racing/shooter, as we all thought. It's more of a 'survive until you get to the boss and then get pummelled into scrap' kind of game, in the arcade levels, you must avoid enemy fire, pick up fuel and weapons, and pray that the goal line is close at hand. There is no time to enjoy lofting off of jumps or maneuvering your incredible 4xt. There is CONSTAMT shooting as your car flips out of control across the floor of 'Total Eclipse' like towain. Not that TE doesn't have amazing terrain, it does, but you got to enjoy it. In this game you simply yet to become a part of it. Meet a boss and i'm sorry, I launched twenty missiles directly in to the first one and barely dented his gauge, in the same amount of time, he roseled me like a hot dog on the fourth of valuy. You must beat four areas to reach him and into the control of the control









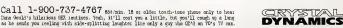
Whether the FDA approves or not, your eating habits are about to change. Meet GEX, your tongue-snapping, smart-ass alter ego. With this Gecko's gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling Wicked one-liners and fireballs. It's one brain-frying, TV-land trip, where dining out means crunchy dragonflies, juicy



grasshoppers, tasty fleas and caterpillars.
Not exactly the colonel's snack'n pak, but
lip-Smackin' good, just the same. Without these
Skanky nuggets o'bug guts to munch for power,
you're roadkill, baby. Oh, you'll bust a few
of Miss Manners' rules in







## OPERATION JUMPGATE

odo previen en nonuncie november







Prepare yourselves Shock Wave fans. Electronic Arts is set to deliver a mission disc, "Operation JumpGate", that will expand your "protect the planet" adventue into space. The disc includes 6 additional missions (the expansion game





requires the original game in order to play the additional missions) that take the game's graphics and play difficulty to a new level. The new levels offer more complexity, a better feeling of 3-Dimensional space and a host of new aliens for you to do battle with. The beauty of it is that the





expansion game will retail for \$39.95-giving you a completely new adventure for 60% of the price. Ahhhh, the power of 3DO! Look for Operation JumpGate to be at retail in time for the holidays.















Quarantine







Insect War A 3-D shooter by Riverhill Soft.







/irtuoso The ultimate heavy metal 3-D head banging ball. Is that Sammy?







**Policenaughts** Konami's sequel to Snatcher! Yes!

Virtual Dragon Wars "Edge" A fantastic looking 3-D RPG by Sala International.









Elite's Power Slide





Collect all kinds of specialized weapons, armor, even magic spells to help you save your



Four different worlds to explore, each with its own harsh climate and hidden mysteries.



**If role-playing is your gig,** Super Adventure Island 2 will rock your world.

Take off on a turbulent journey as Master Higgins, a shipwrecked, amnesia-ridden groom in search of his lovely, yet very confused bride. . .who, by the way, has been kidnapped by a giant buzzard. . .just as she was about to marry the crowned king of Waku–Waku!!!

But don't worry. If you can figure out the lyrics to your favorite songs, this one shouldn't be too tough for you.

<u>Super Nintendo</u>





Tons of let you bombs

Strategy is key. Drop your bombs carefully—one bad placement and KA-BOOOM!

> It's like being in the pit...only instead of plaid, everyone is wearing enough TNT to supply several Third World nations.

> mind-splattering intensity than the original, *Super Bomberman 2* lets you match wits—and weaponry-with up to four players simultaneously.

Super Adverture Island  $2^{\infty}$  © 1994 Hudson Soft. © Susamu Matsushita Company, Super Bomberman<sup>17</sup> © 1994 Hudson Soft, Hudson Soft is a registered trademark of Hudson Soft Co., Ltd. Nintendo, Super Nintendo and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America.









Sai Ha - D, DB, B, "A" or "C."











The Ultima Saga has become the hallmark for Fantasy Role Playing games. This incredible series is now available for the Super NES and Game Boy systems!

As the Avatar, your return to the fabled land of magic is welcomed by a populace beset by terrifying creatures and fantastic magic! Use your skills as a magician, warrior and sleuth to solve the many turmoils of your beloved Britannia and restore peace to the realm!

#### Features:

- Based on the Internationally known PC series played by millions!
  - Hundreds of hours of fantasy role playing adventure!
- Travel the vast lands of Britannia and talk with scores of diverse characters!
  - Battery back up allows you to save play positions!

FCI 🖔

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### GAMEFAN: UP TO THE MINUTE

Welcome to Gamefan: Up to the Minute! In this new section, you'll find everything we, well, got at the last minute and didn't have anywhere else to put! To begin, we're bringing you several exclusive shots of Sony's fantastic CG shooter Philosoma and Starblade Alpha, Namco's Starblade update for the PS. You'll also find several shots of the first few Saturn releases in Japan and Square's incredibly amazing futuristic simulation game, Front Mission, Well, I'll be seein' ya next month! - Nick Rox

















































































SEGA Game Gear - Extras.









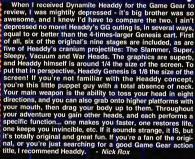












































## THE SWORD OF HATYA Game Gear fans, rejoice! Sega has decid-



Listen everyone

The Sword of Hajya

















como interes

Sir, the fort on the Alkiam Plains















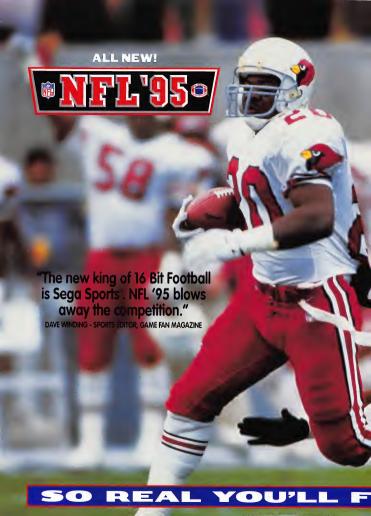
















McGriff steps in against Hershiser.
Will it be the fastboll, or ore you going
to cross him up with a sinker?



You're Albert Belle, going up agoinst Yonkee oce Jimmy Key – Do you go for it with your power swing, or just try for contact?



use Gome Geor's" new "Centerfield View" and step up on the mound with six division alignment and 1994 rosters!

#### **FINISH WHAT THEY STARTED.**

Step into the bax – and start hammering away – as you ga up against all 28 Mojar League teams in World Series Baseball 1994 rosters. New six division alignment and playoff structure. All 700 players including Bonds, Boyavel, Modduc, Williams, Canseca, Alamar, McDowell and Mussina. And you're in the center of the action with our incredible new in the batter's box view, 'that the most realistic Al-American stugfest ever. Nobady pitches'em like Sega Sports'. Oh doctor!



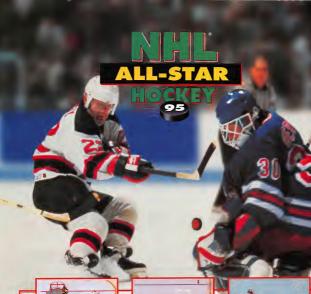
GR.

"The best Baseball game ever created for any videogame system."

-GAME FAN MAGAZINE



SO REAL YOU'LL F





Crushing check! Over 1,000 animated frames including stap shats, wrist shats and 14 different gaalie animatians!



Fedarav unlaads against the Rangers! All 650 NHL players are here – and you select automatic ar manual gaalie contral!



Game Gear" gives you all 26 NHL teams – and all real NHL players far seasanal play straight through the Stanley Cup Finals!

#### THE ULTIMATE POWER PLAY.

Skate your way to Stanley Cup® glory with all-new All-Start Hockey! Play with all 26 httl.! Fearns and all 50 httl. Players including Greatzly, Messier, Yzeman, Jagr, Lundas, Hull, Itbe, Chelios and more! Real cle-action is here too with line changes, "speed bursts", instant replays, cross-checks - with a battery that tracks season standings & stats, sampled sound effects and color commentary from Mary Albert, voice of the NY Rangers. It's as read as It gets – and it's only from Sega Sports\*!



Game Gear" features











Segs, Geness, Some Gear and Segs Sports are indemorts of SIGAL. THAL as a segstand trademost of the National Hockey League. Strale Clay is a segstand trademost of the National Hockey League. Strale Clay is a segstand trademost of the National Hockey League. OH-H. 1994. IN-HER., Known Hockey.

RGET IT'S A GAME



David Robinson welcomes you to the neighborhood and slams one down! Over 14 different rim-rattling jams!

GEAR



Reggie Miller launches one from downtown! Play him head-to-head against Jerry West or Pistol Pete Maravich with the Hall Of Fame option!



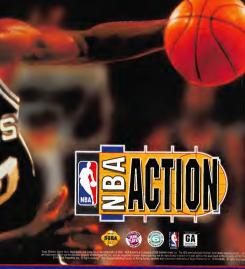
YES! NBC's Mary Albert calls the game and provides expert commentary for real NBA action at its finest!

### TAKE IT TO THE HOLE.

Take your case for the NBA Championship to a higher court with all 27 NBA leams, color commentary and real digitated graphics hallel you run, shoot and rebound right along-side all your forwise players, including Ewing, Coljuvon, Webber, Pippen and more! Pupen are accusted Hall of Tame option that less you play with 30 of basistebalt's all-lime greats on three different teams. It is nothing but net, and it's nowhere but Segs Sports!



Game Gear" features may vary from Genesis



SO REAL YOU'LL

#### **SEGA SPORTS PRESENTS**



### 32 College Teams. 1 National Champion. Settle it on the field!





#### **Exciting Play Modes:**

### \* Exhibition

- \* 11 Game Regular Season
- \* Race for #1 Ranking
- \* National Championship Tournament

### \* 32 National Powers

- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- \* College Playbooks
- \* School Fight Songs.
  - Logos, and Team Colors













Race for the #1 ranking then go for gridiron glory in the National Championship













PLAY FOR KEEPS. If you're playing to win, you should be ploying with Sego Sports: It's the most complete line and ultravealistic sports goines going, with a wide range of ovaliable platins, and gomes to go with them. Be it footboil, boseboil, bosketboil, hockey, boxing, corracing, golf or tennis, Sego Sports' is there with the most fully-licensed line-up, endorsed by such major stors as low Mantana, Mariat Lemieux, David Robinson and Fred Cauples - along with color commentary from such top onnauncers as Marv Albert. And we're there to a with the most innovative features - instant replays, speed bursts and our exclusive "in the batter's bar View - even a battery back-up system that allows you to save individual and team stots for an entire season. With real teams, real players and real league schedules, no wander they say: If it swings, if it sloms, if it sacks and if it jams - if it counts, It must be Sego Sports'.







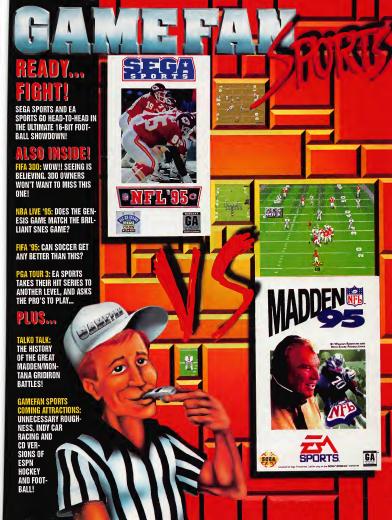


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The only way to play
up to 4 players!
Our lotest Teom Ployer
lets you ploy feom sports
the woy they were
ment to be played as a feom!











elcome to the battle to end all 16-bit football battles; Madden NFL '95 vs. Sega Sports' NFL '95. Actually, this very well could be the LAST war, on the 16-bit battleground, between the two perennial giants. With the pending release of the 32-X and Saturn, the Madden/Montana (with all apologies to Sega Sports, this is the way the player identifies the product) competition of the future will no doubt be carried out on these advanced entertainment platforms. As both games have raised their performance levels to new standards, I thought it would be appropri-ate to use this column to reflect on the history of these two legends. The original John Madden Football was released for the Genesis just before Christmas, 1990. Electronic Arts really hadn't had as big of an impact as they had hoped with the release of their first three titles (Zany Golf, Buddokan and Populous) for Sega's fledgling system, and they were looking for their first certified hit. Sega, on the other hand, had acquired the rights to use Joe Montana's name on their football products and, as they had limited development resources (at the time) in-house, they had hired no less than THREE different software developers to produce versions of their first Montana game. EA had forged a relationship with new-comer Park Place to produce Madden and, when we received the game in product testing at Sega (where I was moonlighting at the time), we were completely blown away! The graphic perspective was unlike anything seen before and the two player game had everyone at Sega playing. Well, things weren't going as well with Sega's own product, release dates slipped, and, Sign 5 own product, release tancs support, and, if legend holds true, the whole project was given to the Madden developers at the last minute to save the game. Joe Montana Football ended up making it to market a full three months after Madden. Madden became a monster hit that helped legitimize the Genesis in the consumer's mind and Montana became a secondary hit that has left it in the role of underdog ever since. The sequels have followed underdag ever since. The sequets have followed as similar path with each successive release, with both camps adding more and more long term play value features into the games; NFL and NFLPA licenses, full season play, player management, Sportstalk, etc.. Both EA (later to become EA Sports) and Sega pulled future development in-house or established more permanent relationships with key sports software developers and both titles established the cornerstones of legitimizing the idea of sports marketing within the video game industry. The Madden series has continued to enjoy sales superiority over Sega's series, but that gap has narrowed over the last two seasons-with critinarrowed over the last two seasons with trin-cal acclaim last year going to Sega's NFL '94 Starring Joe Montana. Now, the competitors find themselves at the threshold of '95 with the est games they have yet produced. Who's the vinner? All of us...who brings home the crown or this year, Sega Sports or EA Sports? Read on...Enjoy the December issue and happy holi-

### NFL '95





Any months ago, the people at Sega Sports were quietly whispering about their new frostball game. It would be resolutionary, they
said, it would put you on the playing field and allow you to pass
like news hefore, they said. It would have player management and simulation frastures unlike anything we deem in a cartiface game, they said. At
Summer CES, they gave us a eneak peak...an on-the-fly, tilting field that
literally let you see end zone to end zone, player animation and character
detail unlike anything previously seen...could by Se

GENESIS SEGA SPORTS 4 PLAYER IG MEG NOV. IS

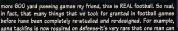
With NF. 195, Sega Sports has come very dose to producing the perfect 16-bit football game. The design team at Sega and Double Diamond have obviously put everything they have into this game. It really shows in the detail of the presentation, where every screen, whether it is for league Leaders, team statistics, trades, free agents, etc., has a graphic quality and a level of detail that is peerless in the ranks of 16-bit sports gaming.

But the focus of this analysis is not in the graphic quality of the game, which, as you can see, is of an extremely high caliber, but the quality of the football simulation itself. There is no question in my mind that, in playing NFL 95, this is the most furn I have ever had playing a football video game-and over an extended period of time. For the purpose of comparing the two games, I have played the first five games of the '94 season in each, with the Kansas City Chiefs as my team of destiny in both. No



lays from Dr. E and Talko





bring down a ball carrier, unless the definder has a high physical rating and the ball carrier is a quick, small guy that runs for the sidelines. Also, when carrying the ball, you can't just run over defenders lying on the ground you have to leap over them and continue moving...they will actually slow you down and trap you!

The artificial intelligence of the computer opponent is outstanding as well with teams that reflect the strengths and vesticesses of their NLT amenakes and an agreenkeness on the part of the computer controlled offense that will push your defense for the entire game. After the fourth game of the '94 season, I was undefeated, as opposed to KCg record of 3-1 in the 'real' game. None of the games were vipe-outs. They were all close contests, with realists running and passing statistics and a computer defense that was reactive, in the sense that it would adjust to my piny calling, and require that my offense run the ball. After the games (which included an Aft Che'by). Montraga was ranked eighth in passing yardage, behind Young, Elway and Manino, and Allen was among the Lague leaders in both running yardage and receiving yardage, it will also be tough to score more than 50-00 points in a 20 mitute game. In fact, NTI-95 is the first football game to implement a timing strategy that allows for realistic scoring and statistical tracking. I have waited so many years for this level of accuracy in a fun-to-play anade solds football same!

In addition, NFL '95 provides realistic player management and control and, above all dee, gives the player such an overwhelming sense of control over the arcade and simulation aspects of the game, that the result is the best playing, nail-biting game of football ever, and one that you can play quickly and enjoy again and again. How many football yames do you own where you will play them for a few weeks, then move on to semething deef That will not happen with NFL '95! I now! will be playing the game must lyave and me not year's modell

As good as NFL '95 is, however, there' are a few weaknesses in the product. The statistical tracking is fairly limited, when compared to Madden '95." For example, the quarterback's only statistic tept during the season is passing, yardage-the game does not track 'ID's, INT's, or Y of completion! In addition, there is some screen flickering when all of those huge player sprites start colliding during spritted trackling (it desert of effect gameplay), the ball is always centred on the field, regarding my strong and weak side strategy, and the players gain too much yardage when diving. Overall, however, NFL '96 is the pinnacle of Sega Sports' game development and the best game of 16-bit football on the market. - Talko







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4(3)





#### SECTI



R-Mary B-Player C-Tras



NFL '95 Is the pinnacle of Sega 9ports' game development and the best game of 16-bit football on the market.





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Visitor Team	Tampa Bay	
Gane Length	28 Minutes	
Mary 41		

#### GAME SET UP

BUCCANEERS



### MADDEN NFL '95



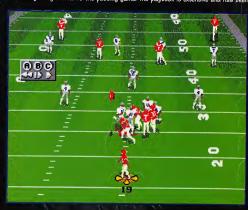


adden NFL '95, for the first time, brings the entire NFL and NFLPA package to the table, with all of the options Madden players have been asking for over the past few years. Everything in the game, aside from the basic graphic engline, has been redesigned for this year's installment, and the player animation has received particular attention. The playbook has been redesigned and expanded and the computer is an even tougher opponent than last year.

GENESIS
EA SPORTS
4 PLAYER
I6 MEG
NOVEMBER

Aryone familiar with the Madden series will really appreciate the Improvements that EA Sports made this year. For me, the combination of making the passing windows optional, thus opening the field to a more realistic, real-time view, and getting the NEIPA licenser-allowing for realistic statistical tracking throughout the season, are the keye to success in the '95 game. Although the game has a more generic feel to it thin Segal Sports' NFL '95, the unmistakable quality and has a more generic Madden shines through.

The player animation and field scrolling are much improved, although the players look a little washed out and sort of like they were cut and pasted over the field, and the sense of 3-dimensional space is very accurate, with the height of the defensive linemen and secondary being critical to the passing game. The playbook is extensive and has been





redesigned to more accurately reflect an actual NFL style playbook. One example of this is that there are now an assortment of screen passes available to the player, in different formations. In addition, the statistical tracking is much more com-

Sports' title.

plete than in NFL '95 and the League Leaders option offers more meaningful statistics than in Sega





**RFC** Hest 8 .666 139 134 Broncos .666 215 119 Chiefs 8 .666 98 95 Chargers Raiders 3 R .571 138 155 Seahauks 8 . 166

**S LEAGUE STANDINGS** Up/Down: View other Divisions Start: Continue

Madden players have been asking for and is truly a superior product. Taking into account the strength of the NFL game and the improvements in the game's engine, while also looking at the game's offensive imbalances, Madden '95 scores in the same range as Walsh '95 and Sega's College Football. In terms of how the games rate, head-to-head, it's as follows...NFL '95 is the most well balanced and

On the negative side, the passing game is still a tad unrealistic. I am currently in the ninth week of

the season with the Chiefs (I used K.C. for both games to better analyze the accuracy of the season

simulation), and I am averaging over 400 yds. per game passing with Montana. Don't get me wrong-

Joe's the greatest, but history has proven that he's not THAT good! In addition, you make recep-

tions in crowds of 2-3 defenders of the type that some receivers might not make over an entire career-on a regular basis. Also, the use of the NFLPA license could have been implemented in a more professional fashion. I believe that this is because EA Sports acquired the license late in the game

and didn't have the time to prepare the attractive package that characterizes Sega's game. In summary, Madden fans will not be disappointed with the '95 game. It has all of the features

best playing game of football on 16-bit-no question about it. Madden '95 is a notch below that, with a great game that further improves the series and an excellent statistical football simulation. I have thoroughly enjoyed playing both, but, as I said in the NFL '95 review on the preceding pages, I've got to go with Sega's game. Be that as it may, it is a GREAT Christmas for football fans, with the two best football games this side of Madden 3DO...play and ENJOY! - Talko

Attention Madden and Montana (NFL '95) fansill Let GameFan Sports know how you feel. Write to Talko, giving your analysis of one or both products, and we will make sure your comments get for warded to the decision makers at EA Sports and Sega Sports. They are always listening and your comments could help shape the way you play in '96 and beyond!





with the '95 game. It has all of the features Madden players have been asking for and is truly a superior product.

### NBA LIVE '95

GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOVEMBER

The Lances are starting to burn color. There is a certain reispness in the air. It's leven almost four months elines that season made. In MUST be HOOP think baby, and EA Chourts is right on schedule with teler release of NSA Line '85 for the Gego Gensels. A new season can bring with it a multitude or here shall be considered to the control of the

One look will quickly full you that this is definitely a new season, and a nor graphic origins to look. Gove is the traditional basistant, and the control of the control o





done, I like NBA Live
'95 more than any
previous basketball
title I've come across,
It's just that there
seems to be areas to
improve upon.

88%

course, change the lineups any time after tip-off, just not before!

Let's talk turkoy, is there intolligent life in that there electronic learnin's is the actificial intelligence limproved from IRAA Soundarin WHM Will, see and no. "The 'Soundarin WHM Will, see and no. "The 'Soundarin the computer is quite tough to beat. No 'would be thut, on the altest in level, the computer is quite tough to beat. No 'would be...!' you shot 2017, you probably youldin's beat to many games electric. "Fair would be 'Battley you can defined your opposers to the point of paulining him and to though without (on your of their len) ping qualited for TeAA. No. "Is that there aren't many fouls called, pertud-playing almidation and with foul frequency set too high. THERE SEEMS TO BE A HOST OF STANARIOR THINGS LEXT THIS.

One minute I love the game, the next minute I find something else I would change. For instance, I love the fact that the point quard won't drive, so he can't dish. That's not to say the passing is bad, this is the first game in which I've ever kept pace with the computer in the assists department. In particular, the "alley-oop" is a thing of beauty. Your power forward raises his hand, say thing of beauty. Your power formant a raises in a naive, seying "throw it up there", and you oblige with a quick tag of the "B" but-rou, sending a "Stocktoness" lob perfactly into the hands of the 245 pounder who brings down the house with a thunderous jam. This scenario, when used with the 'motion' offense, occurs regularly. In my season, Webber leads the league with about five alley-oop dunks a game! Speaking of Webber, when he shoots the occasional outside shot, you would anticipate a rebound that the other players would be jumping up for. Not so fast Sherlock, because, more times than not, the rebounds hit the floor like ducks falling out of the sky. When was the last time you saw players scurrying about the floor in search of a rebound? The ball should deflect off of the rim and arch its way skyward. Geesh. At least you don't have to worry about rebounding too frequently, what with the 65-80% shooting percentages that are occurring around the league. Even smooning percentages sites are occurring round that etaglie. Event the two most exemplary factes of NBA Live '95 have their down-sides. The animation of the players, particularly when watched on the instant replay, is nothing short of spectacular. The fluidity of the player running, planting his feet, springing up into the air, and them soaring to the hoop is equaled by no other game. On the other hand, in the same game, you'll see some lame looking shot fired from the hip that hits the bottom of the backboard. It's







ticked list by LMT for protein the smarth gaint adding a county to get the full from the unit, and full for youth "It to marks the loop. Ridications And sally file other force of the gains which is on gratifying the childrening the higher which has broken to used from a greater case by any or and. A fear is the Lacend de computer goes into the sidmon dust notice while you come fying in from the soft, the player men, and you child not the flex to the thermore that the child the player men, and you child not that the door to that the child the child and or him. Selline me, you will set to that one of the instant regrey our and one and our Ullifortunately again, this lies say could add not an occurrence. This is the late of play you would like to see happen 120 failure as gamel.

Well, all being seld and done, Ilike 1894. The 95 more than any previous basterital little for some arone, 36 just that of these does to be areas to improve upon. There's a lot to Ilia and a lit to be amonothed over, but the ground work is set. The round plus series from EA hearth quite created the lose of Nill. of FEA, no entail teak raised, but we certainly look forward to the attempts of getfing there. - One.







IN

SIX

**PAGES** 

YOU'LL

**KNOW** 

WHY

## EVERYTHING ELSE IS JUST PRACTICE.



WE'VE GOT SOMETHING YOU WON'T SEE IN ANY OTHER GAME.
(YOUR RECEIVERS)



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EZ CAM ZOOMS IN ON THE CALL CARRIER SO YOU'RE RIGHT THERE TO SEP EVERY BONE-CRUSHING HID AND SHOESTRING TACKLE.

ALL 28

TEAMS

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective,

so you can check off all your receivers white reading a nicket zone, or burning

a cornerback in man-to-man.



GIVE EM THE OLD SHAKE 'N BAKE WITH

rom the moment your OB releases the ball, you've got complete

control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll

be humiliated by Chris Berman taunting you from the booth (realism has its price).

The game has audibles, updated NFL rules (tike the 2-point conversion), and play options most other games wouldn't

even understand. You can play an

FULL CONTROL OF YOUR RECEIVER AT THE RELEASE OF THE BALL'LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS

ESFII Sports Center

CANYOU SAYIFU IN BLE? CHRIS SERIAN CAN AND WILL LIVE FROM THE BOOTH ON SEGACO THERS EVEN MORE BERMAN, PLUS OVER MINUTES OF VIDEO HIGH CHTS.

entire season in the rain, sun and snow, and save all your stats with the battery back-up. So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL:



"...the game features the most intuitive on the fly passing game of any football title that we've played to date."

DieHard GameFan

EVERYTHING ELSE IS JUST PRACTICE."

### ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY SIMULATIONS ARE ALIKE, THIS ONE WILL GIVE YOU A NEW PERSPECTIVE.



ESPN National Hockey Might and advisuantly Story Imagenot. 200 Beauthory, State 550, Senta Monica, CA. 2004. Sony is a registered trademal of Story Congression. Images of a submissed of Story Beauthory Congression. Inappeted a a submissed of Story Beauthory Congression. Inappeted as a submissed of Story Beauthory Congression. Inappeted in a submissed of Story Beauthory Congression. In All prices reviewed Ministration and Story Beauthory Congression.

ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards.

you can see it from the boards. And when your HLIGHTS ON SEGA CD.)

right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face. REALISTIC PUCK PHYSICS THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE DEAL THING

The stap shots, wrist shots, drop passes, and flip passes, all with the most



realistic buck physics you've ever seen. Did you say hitting?

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is

(8,58)

TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.

there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stantey Cup® Finals,

Bill won't let you forget it. Check out ESPN National Hockey Night.

FULL 84 GAME SEASON AND A BATTERY BACK-UP THAT

SAVES YOUR TEAM'S RECORD.

It'll give you a whole new perspective on hockey.





# SPEEDWORLD

IT MAKES OTHER DRIVING GAMES.

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BUMP AND DRAFT YOUR WAY THROUGH 23 OTHER COMPUTER-CONTROLLED CARS Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew.

With ESPN Speedworld, you're racing against 23 computer-controlled drivers

CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS AND ROAD COURSES

who would like nothing more than to plow you into a wall.

To win this race (or even finish it), you'll need to bump,
slot, and draft your way around hairpins, straightaways,



CUSTOMIZE YOUR CAR-THE TIRES, THE ENGINE, THE TRANS-MISSION, EVEN THE PAINT JOB.

and 3-D banked turns. Choose your track, and customize your car for maximum performance—the tires, transmission, engine, and even the paint job (which won't look good for long).

Once you're on the track, you'll have to monitor the tire wear, body damage and

EARN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER.

fuel consumption. And with the interactive pit crew, you can win or lose a race white changing a tire. The battery back-up saves your stats and

winnings through an entire season. And don't forget,



SET ADVICE FROM THE EXPERT HIMSELF, ESP DR. JERRY PUNCH.

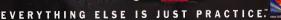
ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it. Pick up ESPN Speedworld and start racing against the cros. Not against yourself.



SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN WHEN HE'S NOT ON THE SAME LAP.

SONY





## FIFA SOCCER '95

GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOVEMBER

Wilsoms to another adultion of "And the histo keep coming." This month, the lates, greatest hist of processing the processing of the feeg dense by EA Sports. If you've been keeping up with Gamelfam Sports over the last few months, you have seen and read numerous review of soccer, titles most of which we were less than impressed with. Fortunately, the gray cloud of mediors excoor games has peat and the gold on light that ethines down has delivered unto us near football perfection. Italiegiah!

A lot of things can change in a person's life over the course of a year of so. You might get married, might change jobs, after a different can, gain rifty pounds, all costs of things can happen. But, for the most part, you're still the same person. Still 65'\*, still act and selep, still not bethe Packers will make the playoffs. Woll, you can take this same perspective and apply it to FIFA '90. If a still gooder-but boy has to changed!

Graphically, the new edition of FIFA really stands out against its predecessor. The field is cut into patches



the man Indeed that a game that you thought was nearly flawlese can be reworked to be so much more enjoyable. EA Sports has done to twice in a row...

now, and the grass is a richer, deeper green. The standards one mot bus the neiffled with people interested it wasning your looms colors and winding flags of the team colors. As first a gill options are concreast, this is the one time where it would be more prudents to just direct you all to your manuals-there's just a truvice lose of choless. Ill try and lits some of the highlights, though would you believe there are NINE different leagues to choose from? You would? OK them, how about each league consisteing of 19-25 different teame? I din't think so, Stop and think here for a moment-that's well over 200 different close, all with their own lineups and attributes. It is a limost mind numbing Due to my many years of watching "Soccer Made in Germany" very Saturday afternoon, I find myself now playing as Frankfurc In the German league. Whet a blast to be able to compete against teams like Stutgars & Hamburg, If only my team had Klaus Alloffs, it would be to creat Aryway, all the other options are, for the most part, of the standard soccer firm.

Gameplay is not something you want too many options on however. You just want it to be a blast. Say no more, because the total feel and overall gameplay is where I was most impressed with FIFA '95. I had a few minor annoyances with the original, as far as ball control was concerned, but any reservations I may have had can now be put to rest. This game is just about perfect)

Play FIR. 305 for just one half and you'll notice immediately how much assert it is to page (coursely) and keep your dribble. This ien't to say that the computer will sty our drive the length of the field, but you will be able to agt through a few opponents before they steal the ball. What you will also notice it start there aren't as many corner kicks as in the original. The goallies just don't knot it over the net anymore, they generally hold onto it or punch the ball to other far edu of the net, thus keeping it in legy and allowing the follows to kit it up to mid-field. This feature alone makes for a much quicker game. The algover are also month more animated, as they now trap the ball off of their chests, and get way up in the air to head the latt. Vox also now have



greater control of the player going up for a header

Heré's a question for you. What impression did moss. Americanis leave recently completed World Cipy with Will of course, it was the guy who sergamed "GGGOODAALIL". Electronic Area religible to you fit this phenomenon because now, when you team scores a goal, you an press the ""button and hear that guy's "goal". The trick part is that the longer you hold down the button, the longer her carries is dust you can also press "B" for home and whistles, and "D" button for "freewArt" him little accompliahment was a pleasant supprise, making a terrific game just a little bit more entertaining.

It's rare indeed that a game that you thought was nearly flawless can be reworked to be so, much more enjoyable. EA Sports has done it twice in a row, first with NHL '95 and now with FIFA '95. Congratulations are in order to all involved. - Dr. E











### SPEND THE REST OF YOUR LIFE 24 SECONDS AT A TIME.





NBA' LIVE '95. IT'S FAST. IT'S ALL NEW. IT'S FASTER.







IT'S PASSIN', BEHIND-THE-BACK, THAT'S FAST, ON THE RUN, THAT'S FASTER, OUNKS,







THEY'RE FAST. ALLEY-DOPS. THEY'RE FASTER. LAY UPS. THREE-POINTERS. BACKIN' IN.







ALL FAST, FAST BREAKS, LIGHTNING FAST, IT ROLLS, IT ROCKS, IT PICKS, IT BLOCKS,









OH, AND IT'S FAST. READY FOR ANOTHER 24?

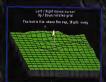














### **PGA TOUR GOLF 3**





A Sports takes Genesis golf to another level with their latest installment in the PGA series; PGA Tour Golf 3. What this game offers more of is, in a word, "realism". PGA Tour 3 gives the player the option of competing against PGA Tour professionals AND to play with them! That's right, in addition to being able to play in tournaments and Skin

GENESIS
EA SPORTS
4 PLAYER
I6 MEG
DECEMBER

matches, winning prize money and compiling lofty statistics along the way, you can compete with (in your four-some) any of 10 digitized PGA pro's; including Tom Kite, Fuzzy Zoeller and Craig Stadler.

The 10 pro's (in addition to your alter ego) have been digitized and look very realistic as they (you) compete over 8 different courses, including Sawgrases and Avenel, that host a number of different Tournament Players' Championships. The real strength of the PGA series has always been in the gameplay area. There have been other golf games that have graphically captured the game better on the Genesis, but none that





















have touched the depth of gameplay or the true PGA experience. PGA Tour 3 takes all of the strengths of the previous games and takes advantage of the fact that this game is based on EA

Sports' new PC game, PGA Tour 486, that is set to redefine golfing on the PC (Links 386 can't even hold a candle!). By squeezing down some of the advanced graphics and great sound of the PC game, EA Sports has been able to up the level of realism on the Genesis. Not that they have created a graphic masterpiece that is going to make you forget all previous games, but it is a nice improvement over the first three games.

Gameplay-wise, PGA Tour 3 also offers some nice improvements with more realistic ball flight, the addition of an arc meter to help you control backspin, and even more realistic putting. Scores below par are even harder to come by, and the eight included courses will require that you use overdrive from the tee on some of those long par 4's and 5's, and that you lay-up and use all of your specialty shots around the green. There's also good news for all of you hackers out there who had a hard time making the cut in the previous games. In PGA 3, they don't cut you round to round, but wait until the end of the second round before sending you packing. Tournaments are even tougher to win and the statistical tracking is even more extensive.

I have always enjoyed the PGA Series and PGA Tour Golf 3 is no exception. In the current world of 16-bit sports video games, where one-ups-man-ship is the name of the game, PGA 3 now stands alone as the best Genesis golf game. PGA Tour 3 brings out the subtleties of the real game like no other and is a "must-have" for all sports fans this Christmas. With improved graphics and outstanding gameplay, PGA Tour Golf 3 will keep golf fans off the links and in their living rooms this winter and beyond. - Talko









### FIFA SOCCER





FIFA International Soccer for 300 is, without a doubt, one of the most breathtaking games I have ever played. The fact that this game went from the proverbial twinkle in the eye to a finished product of this caliber in just 8 months is even more remarkable. And the folks at EA Sports and Extended Play Productions are particularly proud of this one...let us show you why.

3DO EA SPORTS 6 PLAYER CD-ROM NOVEMBER

What FIFA 3DO does is, simply put, take the incredible gameplay of the Sega and Nintendo versions of the game and combine that with 3D visuals that are, at this point in time, only achievable on Panasonic's machine. The game allows for the player to compete as any of 49 different international teams in Exhibition, Tournament, League and Championship play, saved to RAM, and allows the player to oustomize the level of difficulty and realism by giving you the option to turn "offside" and Tools on or off, control the weather, and by offering different turf conditions. FIFA 3DO also makes use of two great new features that are making their video game premiere.











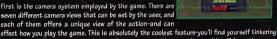












with it as you make your way through Tournament and League play, and it will keep the game fresh long after you've beaten-back everything the Spanlards, Brit's or French can throw at you.

FORMATIONS

Second is the fact that you can play FIFA 300 with 6 players simultaneously. That's a lot of those big oll controllers to hook together! But, if you do, a great time is guaranteed for all!

In addition, the game allows you to establish your offensive/defensive strategies, and change them at any time during play. Also, FIFA 300 allows for lob passes, give and go, speed bursts, pushes and albow shots, in addition to bicycle kicks, headers and volleys.

Social Final Action Control Co

I could go on and on about the features inherent to FIFA 3DO, but, let's face it, what really pute this game over the top and into the "must buy" category for 3DO owners is the IV style presentation. The 3D graphics scale in and out, rotate 36O degrees, track the ball, pan the stadium and virtually zoom into your living room. The sound FX are equally impressive, with music, crowd chanting, moaning and groaning that IS real. The menu system is equally gorgeous and there is a subtle simplicity to the whole package that enhances the game environment without detracting from the depth of the gameplay.

FIFA International Soccer 300 has made me a soccer fan (at least in the video game sense) and this is no small feat, I can assure you. For soccer fans and 300 owners, you will have died and gone to Heaven when you get your hands on this game. The gameplay that has made the FIFA series an incredible success in the 16-bit world has made the translation intact and Extended Play Productions has harnessed all of the graphic power of the 300 to produce the most incredible soccer game ever made. - Talko









### **GAMEFAN SPORTS COMING ATTRACTIONS**

This month, we profile two new entries into the crowded football field, Sony's new hockey game for Sega CD and a VERY promising Indy simulation from Acclaim for the Super Nintendo. Unnecessary Roughness looks just that...rough, but the football and hockey games look pretty decent at this stage of the game...we'll keep you posted!



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ACCOLADE - UNNECESSARY ROUGHNESS '95 - GENESIS









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### Japan Now! Saturn Special

November 22nd, 1994, will usher in a new era of videogaming in Japan. Why? It's the day the Sega Saturn will be released! Unfortunately, at the time we went to press we hadn't recieved our Saturns yet, but expect full reviews of the first titles next month like Virtua Fighter, Gale Racer, Shinsetsu Yumemiyakata no Monogatari (Mansion of Hidden Souls II) and Clockwork

Panasonic announced a cheaper version of their 3DO system at Japan's

JVC is releasing a fully compatible Saturn system known as the V-Saturn. Since JVC is developing this system in conjunction with Sega, it will retain the same shape but will be a smoky gray color with purple trim. The V-Saturn will be available on November 22nd.













SEGA SATURN



GOTHA





Virtua Fighter







Mahjong Goku





WanChai Connection





Shin•Shinobi-Den





Super Real Majong PV

Myst



RAMPO





Shanghai IV

Panzer Dragoon

Victory Goal

200



Neo Hydlide



Ryglord Saga



Virtua Racing Saturn



Magic Knight Ravearth



Greatest Nine



na Gokus ETC



Daedalus Daytona USA - DRV Victory Goal - SPT Neo Hydlide - RPG



Sim City 2000 - STR hantasy Earth - RPG es Wing Arms - SHT Virtua Racing Saturn - DRV

Remance of the Three Kingdoms IV - ST Let's Take the A-Train IV - STR Derby Stattion - ETC Shogi Saturn - ETC DD - ETC Manyong - ETC Assoult Suit Leunes II (Tercet Earth II) - ACT Kelo Flying Squadron -: 4-D Boxing - SPT Metal Fighter Miku - AV Blazing Tornado - SPT



Super 30t SQ - DRV

2.D Pinhall - ETC Pro Mehjong "Goku" - ETC Alone in the Dark II - AVG

Electronics Show '94. This scaled-down top loading 3DO

and a Neo\*Geo-like memory card unit. Panasonic is also



Here are a few more shots of the arcade Virtua Fighter 2. Luckily, Sega has announced that they're transporting VF2 to the Saturn! If you thought VF1 on the Saturn looked awesome, imagine how 2 will look after the programmers have had a year to "get to know" the system! If you compare the first MegaDrive games to what's coming out now, you'll see what I mean. Just imagine... in a year's time you'll be playing this at HOME!

se in '95





us - SHT









On September 9th. SNK lauched their long-awaited frontloading Neo•Geo CD. Believe it or not, the first 25.000 Neo•Geo CD's sold out in a single day, and now SNK is releasing a toploading version of the system on November



2nd. As a note to those of you who bought the front-loading model, you have a hot collector's item - there are only 25,000 of them in existence! The only difference between the two systems is that the new, mass-marketed model is toploading, smaller, and the controller is more colorful. SNK also announced the fact that they will NOT be licensing any more of their Neo games to home systems after King of Fighters '94. That's right... to play games like Fatal Fury 3, Art of Fighting 3 and Samurai Shodown 2 you'll need a Neo•Geo CD or a regular Neo!









### Super Saturday Night Slam Masters Welcome to the 32nd Annual Amusement Machine Show! In the next four pages, I'll

be taking you to two of Japan's biggest videogame trade events - the aforementioned AM Show and the 15th Annual Consumer Soft Group Show. Covered on the two pages you see here are games that'll be in Japanese arcades as you read this or soon after, but keep in mind that some of these games probably won't be released in this country. Enough formalities... let's begin! First of all, the biggest arcade news in Japan is Namco's 6-screen, 3-D, fully texture-mapped multi-player arcade shooter Attack of the Zolgear. If you liked Starblade... watch out! Another huge title is Super Saturday Night Slam Masters, featuring four new characters and plenty of new moves. Also big news is a game that we probably won't be seeing here.









Dragon Ball Z Super Battle 2 • Banpresto



Golden Axe: The Duel • Sega



Power Instinct 2 • Atlus







Powered Gear • Capcon

















Ace Driver • Namco

ilor Moon S • Banpresto

Trunks and Vegeta, and even Mr. Satan. Other big games featured at the AM show were Power Instinct 2, a title you should be seeing very soon in areades, A6e Driver, Namco's new Ridge Racer sequel, and the follow-up to my favorite puzzler, Puyo Puyo 2. There were of course, many more titles featured that we just didn't have enough space to show. Some of the best of 'cm were Gunbird by Psikyo, Sailor Moon S by Banpresto, Capcom's amazing new Aliens vs. Predator-style Powered Gear and Sega's long-awaited Golden Axe sequel. Now, on to Neo-Geo! - Nick Rox

Gunbird • Psikyo

# Taito's F3 Arcade System



Other Stuff, Taito is releasing a new modular arcade system, similar to the Neo-Geo, into the arcade and later the home. This system will be a boon for both arcadegoers and operators, as the basic hardware is included in a one-time only main board purchase, and the game cartridges for the system are up to FIVE times cheaper than the average arcade game. The best thing about the F3, however, is that they perform just as well! The heart of this system is a 32-Bit CPU, and it features a 16-Bit processor devoted entirely to sound. The first four games for the F3 "Cybercore" are Kaiser Knuckle, Bubble Symphony, (Bubble Bobble 4!) Hat Trick Hero 95, and the much-anticipated Darius Gaiden, Each game features incredible effects, like completely 3-D backgrounds, amazing polygon bosses, and superb digitized sound. Look for the F3 in American arcades soon!





Kaiser Knuckle





Hat Trick Hero '95



Bubble Sympnony



Darius Gaio



Welcome to the AM show Neo highlights! The biggest Neo news was Shinv-Samural Spirits, known in America, of course, as Samural Shodown 2. This title has four new Samural - Cham Cham, Neinhart Sieger, Caffeine Nicotine (I swear), and Kibagani Genjuro. Cham Cham is a wild chick from Green Hell, Sieger is a knight with a massive mechanical arm from Germany, Nicotine is a miniature monk from Japan and Genjuro is Haohmaru's two-sworded rival. Other big news in Japan is the Neo-Geo CD Model 2 - for more info. see Special K's Japan Now

With the advent of the mass-marketed Neo-CD, lots of major developers are signing on to program games for SNK's super system, like Sunsoft, Tecmo, and Data East. Some of the Neo games you'll be seeing in the arcades soon are pic-

tured below. Unfortunately, most are fighting games, but there are two notable exceptions: SNK's Operation Ragnarok (Which will be renamed Zed Blade for US release., why?) and Data East's Dunk Dream (To be renamed as well.) Ragnarok is a SHOOTER! Isn't that just., startling? Yup, it's a shooter and it's 110 Megs, with three different planes and rockin' special effects, powerups, etc. etc., thank Godl Dream is a B-Ball title in which SF2-style controller motions produce insane SST2-style shadowed dunks. I guess Data East felt they had to stick near the fighting games on this one! Now to conclude our tour with my favorite genre, RPG's... - Nick Roy.



















and the Diagon of Bellio

Crystal Legacy - Visco









### Dunk Dream • Data East







Go-Kaiser Tecmo

Galaxy Fight • Sunsoft

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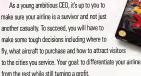




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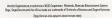


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## Barbara Chamoro Hassan Millieu

Next year, a 32-fileg treal is coming to your Super Famicion from Enix... Dragon Quest VI: The Illusionary Earth. Three years in the making, DOVI is the final game in the Tenkuh, or Celestial series. There's no information on storyline, but rest assured the incredible team of Akira Toriyama. Kolich Sugiyama and Yuji Hori, plus program team Hearbeat (replacing Chun Soft, now a successful development house themselves) will cook up RPG of the year "35.





















# My idea of the perfect RPG would be a melding of Final Fantasy and Dragon Quest... and it's hap-pening! Well, sort of. Akira Toriyama, the Dragon Quest character designer and author of

Dragonball, Yuji Hori, the scenario writer for Dragon Quest and Hironobu Sakaguchi, the Final Fantasy series of the Final Fantasy series of the Sakaguchi, the Final Fantasy series of the Sakaguchi of the Sakaguchi of Sakaguchi









### oo Aspar Stayne Rhando Join the hero of the White Dragon Family, Ryu, and the princess of Winlan, Nina, once

again Breath of Fire III takes place about one year after the first adventure. As with most Japanese RPC's, the story won't be released until very soon before the release date, but this 24-Meg. SPC Capcom monster will be available in Japan in mid-December! - Mick Rox









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# they've got claws they've got venom they've got teeth you've got

But doch with, They're not the kind of baseaus yes cut up in cereal. They're the kind that can call cown a man-eating Oper, spit-ball burling anale, ballistic bat, crazy ape, or intuity mental, manion mokey, in the new video game, Bitmey's The Josefe Bash, a hawers can care your bettlend really wess as someone alan's. You'll litte at tyour frontier fort through 11 different sky livels'. Hier 5 wild beens resunds. With characters and songe straight from the Disney moth. Disney's The Josefe Book over batters movie-like apperment and manion. From Virgin and Bisney, the seam complaints. From Virgin and Bisney, the

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# **Tungle Book**



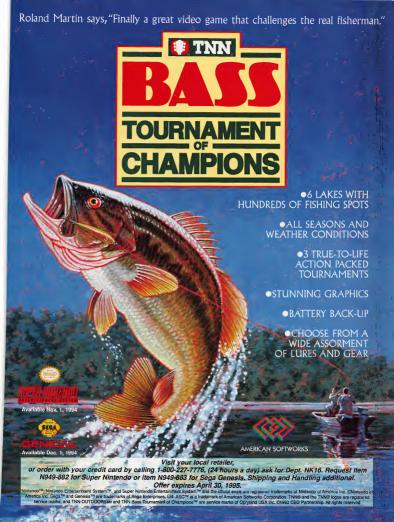












Welcome to Other Stuff, lets gef right to it!
IN SEGA NEWS:

Recently I had a chance fo talk to my good friend al Sega. Ouring this conversation he said that "the 32X is definitely not compatible with the Saturn." This statement might come as a surprise to many, but the truth is that Sega is basically abandoning compatibility with the 32X and Saturn. Even though we reported that Sega was considering an adapter last month, sorry guys: it ain't gonna happen. That's the talest, but as you know, things are never final in this

industry until the last minute. But there is good news First oft, you all remember the Sonic game coming to the 32X in '95, right? Well, I've got lots of into on this new Sonic adventure! The name of the cartridge is Sonic is closed; and it'll be released in the first or second quarter of '95. SC teatures two old characters, Sonic and Tails, plus Sonic's evil twin, Red Sonic. The levels in Sc are set up like Sonic Ob, the much much larger. I've also learned that the gamenlay in the new Sonic cart is like Ren & Slimpy on the Genesis, so you'll be controlling two or more characters at once, instead of just one. That's about it on Sonic, but Sega does have some other cool stutt in the works as tar as Saturn is concerned. First off, Saturn will be available in the US this May if there's enough software available when the machine is released, and if there isn't it'll be released in November or December of '95. The price will be between S30 to \$300 to \$400 to \$401, so \$400 to \$400

PLAY IT LOUD... IT'S NINTENDO TIME.

Betore I get into the big "N" I want to tell you guys something that I recently heard from Williams. Inside sources have told me that Nintendo's upcoming Ultra-64 might not come out in September as previously expected. Instead, Ultra-64 will most likely come out in September as previously expected. Instead, Ultra-64 will most likely come out in September as previously expected. Instead, Ultra-64 will be either Crusi's IUSA or Killer Instinct which, when tinished, will clock in all red 100-Meg Plus, when the Ultra-64 comes out if will refail for about 2250, then in Christmas of '95 the price will drop to an amazing 3199. In other Williams news, loom has been announced to the Ultra-64. This version of Doom will teature complete yew SGI granhics and a complete new story line. Sources at the Big "N" have told me that Doom on Ultra-64 will be a totally new version of the Doom series, and not Doom it or 2 as previously expected, but the first two games may be accessible via a special code. Other Ultra-64 games in development include Balman Forever, X-Men. Stam Masters 2, Street Fighter 4, Pocahontas (the new Disney movie to 95) Final Fantasy VIII, and a new version of the Star Wars trilogy. If any of you remember the announcement we made about the VR32 Bit portable tor Vintendo, I recently heard that this new portable will be a YI phasiast, similar to the Sequ Yi Revice, with a controller that you hold in your hands. The CPU (Central Processing Unit) is an NEC-based CPU named the "V800" which runs at 21 MHz. This is the same CPU that was going to appear in the vanorware SNES Co. The V832 will star and, and games will be about the size of a GameBoy cart. The VR32 will not be compatible with the SNES as previously expected. The companies that I know are working on sottware tor the VR32 are Square, Enix, Konton Captonn, and Hudson Solt of Japana. Hudson's Iirs yame will be about the Spoom and the Was and a spoint of the Vas and the spoom.

A little late breaking announcement to all you gamers out there... Morial Kombal 3 is now going to be released in March of '95, and not April. This information came from JAX himselt. He also said "that he will have over 10 ditterent special moves" and to get ready for the goriest MK ever. I also heard that the 300 price will be dropping to an interduble \$249.99 bucks in November. The reason for this is that the Building (that's the 64-Bit 300 upgrade) will be coming out next September, and the 300 company needs to sell as many units as possible to have a large installed user base. 300 sources also have said that the new 300 hardware will incorporate a new 64-Bit Power-PC chip. This chip will run at an amazing 80 MHz, and will be capable of displaying up to 240,000 polygons per second with real-time

3D graphics.

There's not much news to report on the Sony PSX right now, as Sony continues there silence here in the States. The latest game into. is that Cyber-Sted is texture mapped (cool), and "Michory Mania is being ported over. Expect the same game with amazing visuals and audio. My guess is that Sony is waiting to see what Nintendo and Sega are going to do while Sega is waiting to see what Sony and Nintendo are going to do and so on. It's like a big stale mate. Who will strike tirst? Hopefully the Venas CES will shed some light on the situation. All

While we've been pasin' on the awesome FWJ. Shing

the new hardware is a major step forward. Much more so than 8 to 16-bit was. This stutt is tierce! I got it all on tape!

NEO GEO, STILL IN THE MIXI.

I heard recently that the GEO CO will be announced at the upcoming CES (they have a huge footh) and that (there is an RPG in the works along with a couple other games exclusively for the home CD market! Hey, we've never counted the Noo-Geo out. This could vault them right back in to the fray. They've done it in the arcades, why not the home?

Just keeps gettin' better doesn't it! See ya. next issue! has been behind closed doors planning the next one!
Originally planned for 16-bit, there is now a chance EWJ
will show up on the 32XI Everything that I can cross... is!
EWJ CO is also on the way. The toon is in the works and
Playmates is making the molds. Check out these amazing Jims... and dream!



Dateline: Shadowloo, Southeast Asia, Allied nation's forces led by Colonel William F. Guile (Jean Claude Van Damme), must rescue 63 relief workers being held hostage by megalomaniac warlord, General M. Bison (Raul Julia) before the General's 72 hour deadline runs out. Recently at a cast party at Capcom, ace overseas correspondent, Kel Kuboki dropped in to put the moves on Chun Li (see above). Kel didn't come home with the table, but he did manage to get these photos before she pummeted him.



of their homes, flown to an unknown location and transported via a prison bus to the rock where



WELL THAT'S IT FOLKS.



FIND A

First of all, it's great to be back chums. Swanning around in the Greek sunshine for three months was nice, but hey... I got bored. Well, actually that was a bit of a fib... I was hard at work digging up loads of stuff for you, and here it is!

and nere it is!

The first thing I want to talk about is Atari. Do you know how many Euro developers are working on software for the 64-Bit machine? Developers in the UK include the following: Anco (World Cup Kick Off) Rebellion (AVP,

Hammerhead and Legions of the Undead) Krisalis (Socer Kid) Gremlin (Zool 2) Bullfrog (Theme Park and Syndicate) Ellie (Powerslide) Virgin (Cannon Fodder and Dragon) Hand Made Games (Club Drive and Kasumi Nilaja) Imaglites (Treelancer) Cosen (Er, that Ape Poo game got canned, so Hey're now working on Lobo) ATD (Texture-mapped Battlemorph) Microprose (Gunship 2009) Mirage (Rise of the Robots) Jeff Minter (Delender) and Tiertex (Flashback), In France, we have Loriciel (Tennis) UBI Soft (Rayman) Microids (Navy Commando and Evidence) and Retour 2048 (Indiana Jags), in Germany there seems to be just Edipse (The quite cool from Solder) but, as you can see, nearly all the cool stuff's coming from the UKI.

Wanna know what Jeff Minter is working on? Only a potentially awesome Jag version of Defender! This could be the game of the decade for fans of the original (and let's face it, there are bleedin' millions of them).

Rebellion, the producers of the rather excellent AVP, have two new projects in the pipeline - Hammerhead and Legions of the Undead (see first

Hebelion, the producers of the rather excellent AVY, have two new projects in the pipeline - Hammerhead and Legions of the Undead (see first screenshots in Europa, Gametan May '94) Hammerhead is at furtistic, Baledrounner-style adventure game, with texture-mapped graphics. It's also destined for the Jag CD-ROM. More news on this soon.

Causing some excitement amongst UX Jaguar owners are the games from Bullfrog, the best development house in the UK, period. Theme Park

may look dull, and terribly PC-like, but it's actually a brilliantly addictive Sim City-type game. These screens are from the new Mega Drive version, all one of the unbelievable Magic Carpet, with some of the best graphics on the machine by a long, long way.

Also coming for the lag is a conversion of the wickedly addictive likari Warriors-style shoot 'em up Cannon Fodder. The game has just arrived on the SNES (see screenshots) in the UK, and even without a mouse, it plays really well. The Jag version is being handled by the team behind Puggsy and Mickey (Blaria.

One of the most playable16-Bit games coded in the UK is Micro Machines 2 on the Genesis by Code Masters. The game comes with two joypad ports sticking out of the cartridge which allows fantastic four player simultaneous games, and even eight player games with two per joypad!



Solstice III (Equinox III) is on its way to the PlayStation courtesy of the original developers, Software Creations (also creators of Plok), Spiderman and X-liken, and Ken Griffey Baseball, J Expect the main character to be constructed from polygons and the landscape to scroll in a 3-0 perspective. It's enough to make you want to sell you SNES right now! Well, almost.

More PlayStation treats for the future will be coming from top UK coder Archer Maclean. The stinking rich 3-0 pro-

grammer (most recently he did the excellent polygonal Genesis version of his Pool game... wot, no SVP?) is rumored to be transferring Super Drop Zone onto the PlayStation... But now 1a-50! Not bad. Core Serign have many secret projects in the pigeline but the Ripper now has their full line-up for the Saturn and 32X.

Here's Core's next wave that we'll be riding soon.





Soul Star 2 - Fractal landscapes with polygon-generated space ships.

BC Racers - A new version of the Mario Kart-inspired racer with far smoother graphics and polygons.

Thunderhawk - Polygon-based sequel to the game known in the US as Firehawk. (Expect some shots on this real soon!)
Tee Off - A (yep, you guessed it) polygon-based golf game with SGI-rendered visuals.

Ch Salurn:
Swagman - A weird character-based game with character graphics that look similar to







Clockwork Knight.

Battlecorps 2: Machinehead - Realtime fractal generated environments, 24-Bit color. Fractal Racer: (Looks like Core have some cool fractal software routines) Polygon generated ward vehicles - a

software routines) Polygon generated wad vehicles - a kind of Daytona meets Off Road Racing. Tomb Raiders - A real-time 3-D adventure set inside a pyramid.

And that wraps it up for this month... expect some superb stuff next month, Euro fans! Until then, cheers chaps! Er, and buy British.









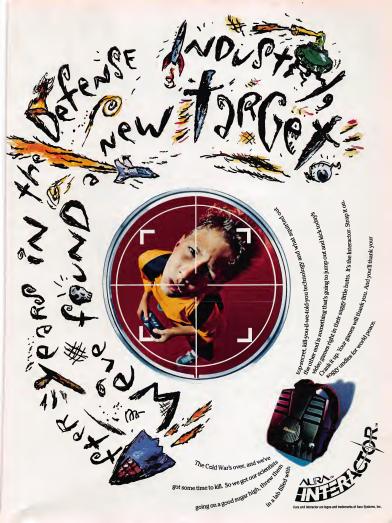












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# THE POSTIMETSTER



Dear Postmeister.

There is talk up here that California could end up at the bottom of the ocean. Is this true? There is also talk up here that AVP is finished. Is this true as well? I can't wait to get my hands on it. I hope it's as good as you guys say it is because I'm ready to give up beer and bacon and become a monk.

By the way - the photos on Jaquar games in your mag are excellent. What is that game called "ZZYORXX" you showed in your September issue?

P.S. Is the Jaquar ready to take off or what? It's getting cold up here, and I need some new games to heat things up a bit.

**Big-Foot** Ontario. CANADA

Dear Big-Foot.

If California does sink, we can all go live on Halverson's yacht and I can do that Jellyfish research I've been putting off. There is talk down here that Canada may be overrun by mediocre comics and HBO comedy specials. AVP is out, my friend, and let me tell you... any reviewer who did not like the game, didn't (or cannot) get deep enough into it. It's great! The queen is the coolest. As far as giving up beer and bacon, well. bacon is loaded with thick white fat that may turn you into a sweaty mass, but a little beer never hurt anyone, eh? Just don't drink and sled. As for the Jag taking off, well, the last few games we reviewed needed major help. While the 3DO has SF2 and may drop to \$249, and the 32X has sooo many good games on the way, like Sonic Chaotic and Castlevania X, and it costs even less. Atari's lead time is dwindling. They best turn up the heat quick! P.S. Do your feet really look like the ones in the pictures? If they do have Nanook lick 'em!

Dear Postmeister, I'd like to start off by saying what a great magazine you make. I've spent a lot of money buying other magazines off the newsstand, but in the end I noticed you're the only mag worth buying, and that's why I subscribed. I have a question for you guys... What's happened to the Sega CD? I can only think of three games I regard as "true CD's." These are Lunar, my favorite RPG of all time, AH-3 Thunderhawk, which is the closest thing to a professional flight simulator l've ever seen, and Silpheed, the shooter of all shooters. Now I'm using my SCD to level the coffee table! Is there any hope for this system? Are they gonna contin-ue making us play FMV trash? Is there at least one more game for the Sega CD that'll make me hold onto it until the 32X comes along?

Truly yours, Victor Labrada Miami, FL

Dear Victor.

Never fear, my friend, Sega knows of your concern and is on the case. The only problem is they really like this FMV garbage. They actually think it's cool. They have a whole division for it! Up for a little midnight raid anyone? Meanwhile, Soulstar is ready to fly and BC racers (see page 68) is next in line! Core's a wonderful bunch of fog dwellers, aren't they!

You know Vic, for a mere \$170, plus the price of the games, you can plug a powerful little 32X into your CD and play a whole new batch of games that are in development right now! Also, check out Bouncers (pg. 58), Keio Flying Squadron (pg.50), Popful Mail (pg.41), and the almighty Snatcher!! (pgs. 46-47). More good news pal!! Lunar 2 is coming out next year! If you can believe it, it's even better than the original... much better. You should be happy man, like this next guy!

Dear Postmeister, First off, I have to say that GameFan has changed the industry for the better. Finally, a magazine has emerged to blow holes in the competition. Mr. Halverson, thank you for having the vision and the desire to bring GameFan to life. Now, may I sav... UNFREAKIN' BELIEVABLE! When I was first introduced to the FM Towns Marty, it was by way of Scavenger 4. I went nuts - it was the most incredible game I'd ever seen. I never did buy a Marty, however, because of its outrageous price (upwards of \$1000.) I did buy a 3DO though and have been enjoying Road Rash immensely, "Got Milk?" asks the commercial, referring to the guy who thinks he's died and gone to heaven. No. I don't ... but I did die, and I am in heaven, because out of the blue Novastorm, SCAVENGER 4 appears for the 3DO! Without warning the most awesome shooter I've ever seen is now in my possession! I cannot believe it! The cinemas and gameplay are out of this world! I've been playing it non-stop! When I want to show someone what the 3DO is capable of, I just pop in Scavenger 4. I also own a Jaquar, and like so many, I've been wondering trade in or trade up to something better, Well, I didn't, and it's a good thing. AVP ROCKS!!! I've been waiting for a Jag game to come along that's worthy of my playing time and it has. I was somewhat hesitant at first from early screenshots, but I ain't now, Aliens is my favorite movie and AVP does both it and the Predator justice. Finally, Keep up the great work. I envy all of you at GameFan. Oh, to be able to play videogames for a living!

P.S... King of Fighters '94 jams, It's great to own a Neo. I can't wait for Samurai II. Also, I really enjoy this section of the mag. You answer the questions personally and truthfully... "cuz' we're good enough, smart enough and doggonit, you like us."

### Derrick Riggs Altadena, CA

### Dear Derrick.

You're so happy! You also have great taste in games. Scavenger 4 is a visual wonder, AVP is sooo deep, and KOF '94 is awesome. Wait until you play Samurai 2... it's the best! I'm glad you're having fun. That, my friend, is what it's all about. Wanna come raid Sega's FMV lab with us?

### Dear Postmeister.

Let's take a nice little look at the two videogame markets, Japan's and America's. First, the Land of the Rising Sun. This videogame market is practically heaven. What players want, the videogame developers give them - a flawless relationship. Especially RPG's, good ones and I mean damn good ones that give you a real playing experience, like the whole Final Fantasy series, Romancing SarGa I & II, Fire Emblem and so many others I could fill pages with. Almost all, of course, we will never see.

America, the videogame market from hell. What players want, we sure don't get. When are "developers" going to wake up and smell the MANURE they've been giving us? "Our painstakingly researched demorpablics show that there is no need for RPG's in America" is the most popular reply. Gee, which game do you think'il sell more copies in America? Final Fantasy Ill or Flevel Goes West? Fire Emblem or Chester Cheetah? Dragon Warrior V or Yoshi's Safari? Common sense, please.

Face it, game developers don't know what we want, and I'm just one of the many who need a change. Game developers, the toilet's about to overflow, don't you think it's about time to flush it?!

I hope to see Mother 2: Gyiyg's Counterattack from Nintendo since they chickened out on part 1, and, although I've seen little, I hope Square'll translate Chrono Trigger, as it looks to be a masterplece. I heard FFV is coming here as FF Extreme, is this true? Is DQVI coming here as Dragon Warrior V?

A very concerned and disappointed RPG fan, Ben Elliott Springfield, MO Dear Ben,

You are so right! Reprint 1,000 copies of that letter and send it everywhere! I too am sick of all this licensed crud. Had enough X-Men vet? How about lame blood-leaking MK clones that do nothing but pollute kid's minds? Have they cashed in enough on that one yet? They HATE those games in Japan, where there is NO CRIME! Where is Konami's Madara? Where is the real soundtrack to Sonic CD? Here's some more good news: Sony isn't bringing out Flink because it's not a big enough license (it just blows away any game they've ever had). What genius made that decision? And Spectrum Holobyte is skeptical about Tinhead. There goes two of the year's best platformers. Why? No license.

Fact is, most of these BIG LICENS-ES are nothing more than a company cashing in on a name. What happened to ORIGINALITY? Earth Worm Jim is game of the year... do you see a license hanging on it? So little Billy's mom won't buy it when she purchases his one game a year at K-Mart, big freakin' deall. Let her buy Potato Chip Man'm and make the kid miserable. We want our PBG's!

You see, Ben, role playing games evoke emotion, they make you happy and sad. They teach friendship, honor, bravery, and trust. They're about preserving good and conquer-ing evil, and heck... they might even teach a kid some values. But that's not good enough for our sell-out mentality in America. It's easier to throw a couple digitized characters up on the screen and let them dismember each other, and then sit back and watch the O.J. trial. Or, better vet, spend all your money on a name and throw out some cheapy game that you know will "reach it's target audience." It's enough to make you sick. How about this FMV junk, what's that?

There are a few companies out there with us in mind. Ilke Konami. Shiny, Square, Enix, Capcom (except for X-Men), Working Designs (thank you so much, Victor), Atlus (they nabbed Ragnacenty!), Core, Interplay, Scavenger, Takara, JVC, and a few others I can't think or right now, but it is obviously not enough. How many good RPG's did you play this year?

Before I forget, here's the answers to your questions: Mother 2, don't hold your breath (can you say never?), DQVI, most likely, FFV, yes indeed, and Chrono Trigger, I sure hope sol It looks amazing! I like you

Ben, wanna come to the FMV raid? My advice to all of you is to buy wisely, and make your opinions known. Write letters, make phone calls, and be careful when it comes to reviews! A lot of reviewers don't play games all the way through, some can't. I read recently where a reviewer actually gave EWJ a bad review! He said the samples were unclear and the music wasn't good. This is a person with no clue! He probably goes home and plays ColecoVision. The people that buy that nonsense will be robbed of a great game. It's tuneage of the year and the samples are PERFECT!

I've seen high scores for Bubsy 2, and low scores for AVP, I've seen low ratings for Boogerman, one of the coolest and most original characters in recent memory. These backwards reviews are read by the people who make key decisions, so they are a big part of the problem. At first, I thought AVP was junk too. But after a few hours, I realized what it was all about and loved it. The only way to review a game correctly is to not care who made it and just play it all the way through, and that is what we do. This is an unconventional magazine. We report to a guy who sits in his office six days a week at least 12 hours a day playing video games. There isn't a suit in the place... he's the owner! We are here to make a difference. Do you think any other mag would let me write this letter? Not a chance. I'll see you all next month.

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# OLFINGER'S W

EY, Welcome to the wall. It's just waiting to be splattered with your art. That's right kids, no longer are you restricted to just plain old envelopes to use as your canyas. If you're more comfortable drawing on paper or cardboard or rice paper, or WHA TEVER... Just go nuts (as long as you keep it around 8 1/2"×11"). So keep that original artwork coming in, and maybe you too can win an original ink board from "THE ADVENTURES OF MONITAUR" Comic book signed by yours truly. Let's show those other mags who the real artists are.



Ion J. Allegrezza of E. Long, MA wins the prize with his great follow-up to the EWJ ads. Brilliant concept



David Meyer of Downers Grove, IL just went crazy with this one. All kinds of cool action going on.



Once again, Edgar Viceral of Pittsburg, CA, gives us his own twisted view of the video



Rayam Youssef of New York, NY, outdoes himself with this amazing sketch. He burns with talent!

William Pendleton of Garland, TX, sends us this fierce fighting collection of characters. Very cool!



Peter Woytkow of Alberta, Canada, has

a feel for the Top

**Hunter characters** 

Marisol Chavez of L.A., CA, drew us this rage-filled Hulk pic. We are scared!

THE POSTMEISTER



Torian McCoy of Rustburg, VA, can not only draw, but also gives us a history lesson.



Jay Favot of Ontario, Canada, does the Daytona thing, "Hey! Don't make Sonic a roadkill, O.K?"



This unique entry comes from unknown origins. Cool scenario, though.



Jen Seng of Westborough, MA, has a great cartoon style and a crazy, wacky brain. (But I like that!)



Michelle Seng of Westborough, MA gives us her own version of the Street Fighter gang. They're all just so...cute!



From Chris Riley of Tacoma, WA, comes the evil DBZ Boyz You've really got the style down! Nice.



Michaelangelo Perkins of Davis, CA is truly a master of his craft. You show that guy who's boss



Jeff Abella of Riverside, CT, has drawn this exciting Part 1 of the much anticipated Aliens vs. Predator.

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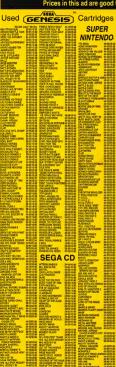
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Ca	pcom 17,19	,21,23	Playmates	69
Cry	stal Dynamics	154-155.	Readysoft	81
		162-163	<b>Rocket Science</b>	
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